DONKEY KONG COUNTRY

Nintendo PLAYER'S GUIDE

The complete guide to over 100 areas of Donkey Kong Country—straight from the pros at Nintendo

WELCOME TO DONKEY KONG COUNTRY

The technology was ready. The design team was eager to set things in motion. The programmers had all the right hardware and software. The company was more than ready to promote it. So, Donkey Kong Country became a reality. Now the players are playing it. But problems may arise—there's so much in the game that a player could miss something. That's where this Player's Guide comes in. We'll take you all the way from Donkey Kong's Treehouse to King K. Rool's ship. We won't show you 90% of the game. Not 95%. Not even 100%. This Player's Guide will show you exactly how to score 101%! You won't miss a thing because within these pages are the complete maps to Donkey Kong Country.

STAFF

Publisher	M. Arakawa
Producer in Chief	Tsutomu Otsuka
Editor in Chief	Gail Tilden
Senior Editor	Pam Sather
Editor	Jeff Bafus
Consultants	Howard Lincoln Peter Main Phil Rogers Juana Tingdale Tony Harman Dan Owsen Henry Sterchi Isaac Marshall
Cover Design	Griffes Advertising
Director of Production	Mikio Takeda
Producer	Yoshio Tsuboike
Project Coordinators	Geoffrey Surbeck Keiji Hamada Emi Toyama
Electronic Prepress	Jay Wergin Karl Kingery Billy Noland Jefferson Fletcher Michael Beil
Art Director	Hiroko Nagami
Concept & Design	V DESIGN Yoshi Orimo Nobrin Takagi Masako Kurosawa Hiroko Nagami Wendy Salvatori Hiroshi Nakae Sonja Morris Ritsuko Yamaji Katsu Asanuma Scott Douwes WORK HOUSE

DONKEY KONG COUNTRY Player's Guide is published by Nintendo of America Inc. in conjunction with Tokuma Shoten Publishing Co., Ltd. The Donkey Kong Country Player's Guide is published at $11.00 in the U.S.A. ($17 in Canada) only by Nintendo of America Inc., 4820-150th Ave. N.E., Redmond, WA 98052.

©1994 by Nintendo of America Inc. All rights reserved. Nothing that appears in the Donkey Kong Country Player's Guide may be printed in whole or in part without express written permission from Nintendo of America Inc. Printed in the U.S.A. Nintendo is a registered trademark of Nlintendo of America Inc.

©1994 NINTENDO

Nintendo

Nintendo of America Inc.
4820 150th Ave. NE
Redmond, WA 98052

THE STORY 4

THE DONKEY KONG FAMILY 5

The Stars! 6
The Goodies . . . 10
The Baddies . . . 12
Barrel Bonanza . . . 20
Items 22

KONGO JUNGLE

Jungle Hijinx 28
Ropey Rampage 30
Reptile Rumble 32
Coral Capers 34
Barrel Cannon Canyon . . 36
Very Gnawty's Lair 38

MONKEY MINES

Winky's Walkway 40
Mine Cart Carnage 42
Bouncy Bonanza 44
Stop & Go Station 48
Millstone Mayhem 50
Necky's Nuts 52

CONTE

GORILLA GLACIER

Snow Barrel Blast 70
Slipslide Ride 74
Ice Age Alley 76
Croctopus Chase 78
Torchlight Trouble 80
Rope Bridge Rumble . . . 82
Really Gnawty Rampage 86

KREMKROC INDUSTRIES INC.

Oil Drum Alley 88
Trick Track Trek 92
Elevator Antics 94
Poison Pond 96
Mine Cart Madness 98
Blackout Basement 102
Boss Dumb Drum 104

KONGS
BANANA
HOARD

VINE VALLEY

Vulture Culture 54
Tree Top Town 56
Forest Frenzy 58
Temple Tempest 60
Orang-Utan Gang 62
Clam City 66
Bumble B Rumble 68

Donkey Kong Country!

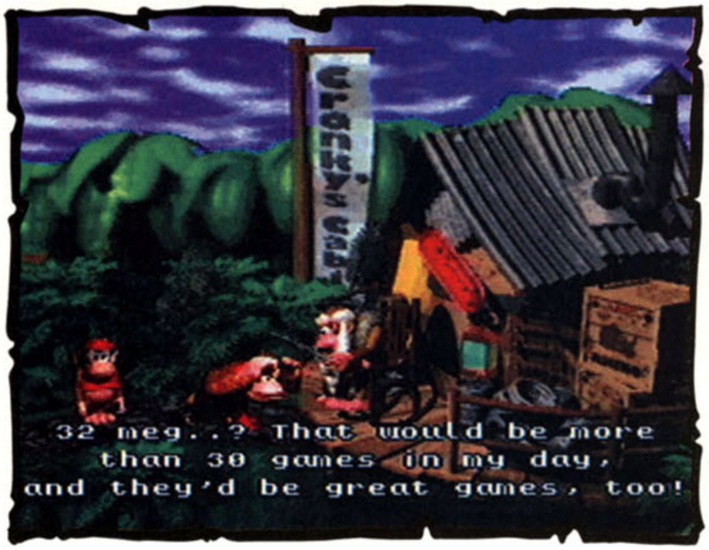
NTS

CHIMP CAVERNS

Tanked Up Trouble 106
Manic Mincers 108
Misty Mine 110
Loopy Lights 114
Platform Perils 116
Necky's Revenge 118

GANG-PLANK GALLEON . . . 120

DONKEY KONG'S BANANA HOARD

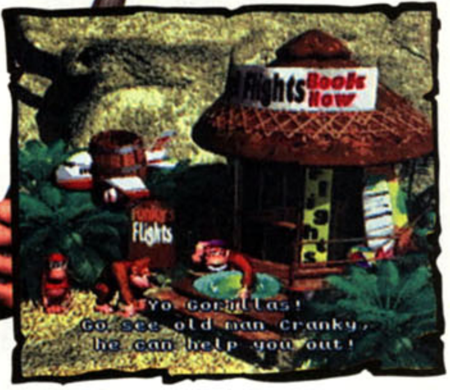


32 meg..? That would be more than 30 games in my day, and they'd be great games, too!

"...I'll tell ya, young whippersnappers these days...there's no respect for proper gaming. You've got to have structure. Patterns. Repetition is where it's at! All of this Silicon Graphics mumbo-jumbo. What's *rendered*? It's all show and no go..."

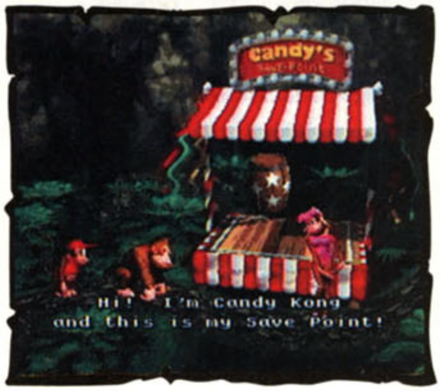
"...I knew this time would come. His hoard was just too big. 'It's too much' I'd tell him. But he wouldn't listen. Him and that young one, Diddy, all they'd do is sit around all day counting bananas. Only a matter of time before word got out..."

"...Kremlings! That's who it was. They got everything. Bah!! There are so many places on this island that they could hide, it makes no sense to try and find them all. No sense at all! I told him, 'What do you think you're going to accomplish. You'll just end up with a bruised ego and a broken you-know-what.' But off he went. He took the little one with him, too..."



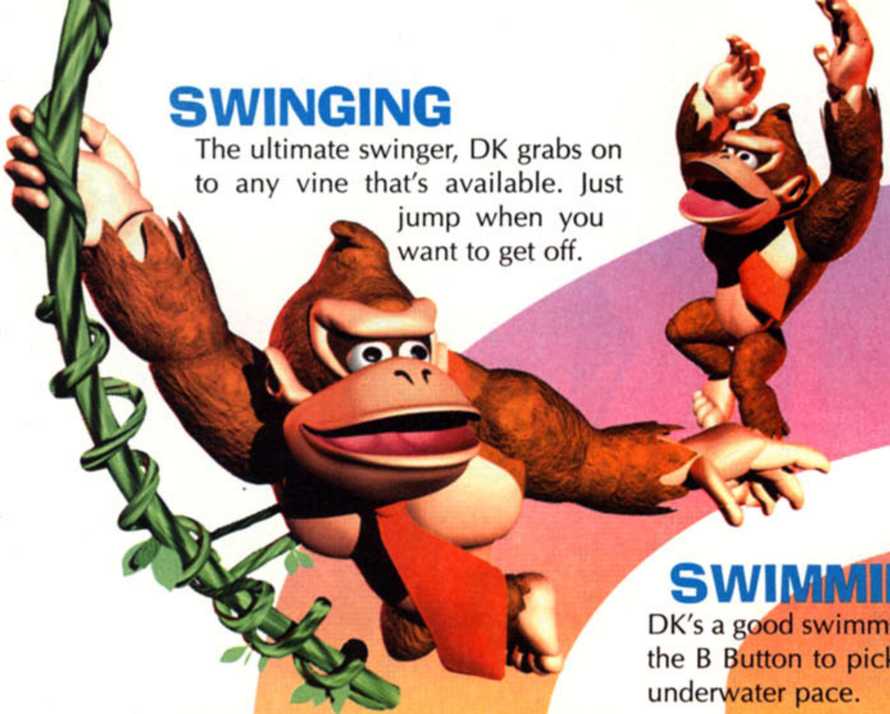
Yo Gorillas! Go see old man Cranky, he can help you out!

"...They don't know what they're getting into. I guess I'd better get out there and help them. An experienced video game character like myself can certainly show *them* a thing or two..."



Hi! I'm Candy Kong and this is my Save Point!

DONKEY KONG FAMILY



SWINGING

The ultimate swinger, DK grabs on to any vine that's available. Just jump when you want to get off.

JUMPING

DK can reach his hands up higher than Diddy can when he jumps, but Diddy gets his feet higher.

ROLLING

From a standstill or on the run, the Y Button makes DK do a forward barrel roll.

SWIMMING

DK's a good swimmer. Press the B Button to pick up the underwater pace.

THE STAR

DIDDY KONG

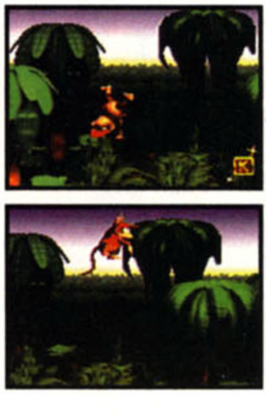
Diddy is a wanna-be. An understudy, if you will. He plays second fiddle to DK. He accepts the role, but in actuality, Diddy can do some things better than his gorilla counterpart.

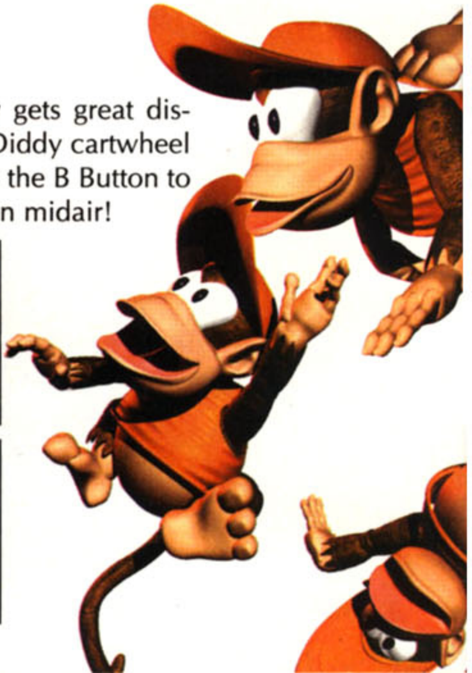
SWIMMING

Diddy excels underwater because he is small. He's less likely to get hit.

JUMPING

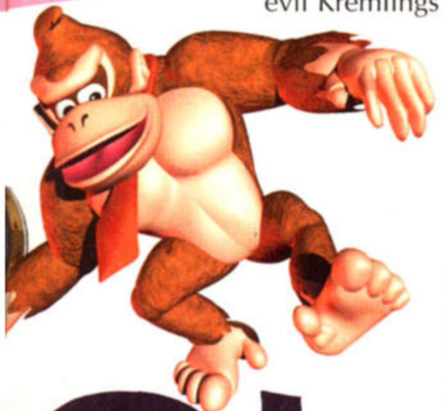
With a rolling Super Jump, Diddy gets great distance. Press the Y Button to make Diddy cartwheel off of a ledge or tree and then press the B Button to make him jump while he's in midair!





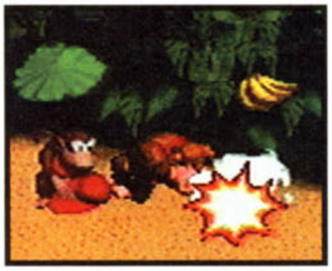
DONKEY KONG

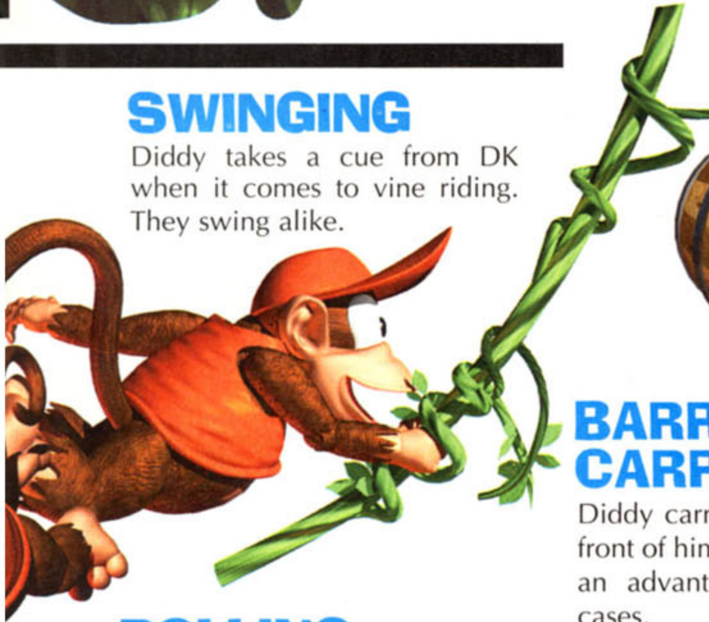
He's the big guy. The dude with the massive muscle. DK has to boogie through the jungle and other areas to try to recover his massive stockpile of bananas that the evil Kremlings have stolen!



CHUCKING

Donkey Kong lifts and throws all of the barrels he finds in a two-fisted, overhand manner.



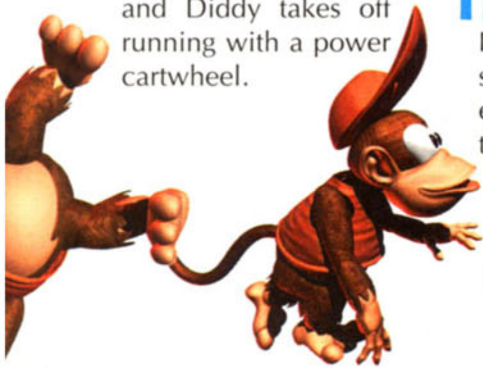


SWINGING

Diddy takes a cue from DK when it comes to vine riding. They swing alike.

BARREL CARRYIN'

Diddy carries barrels in front of him. It's actually an advantage in most cases.

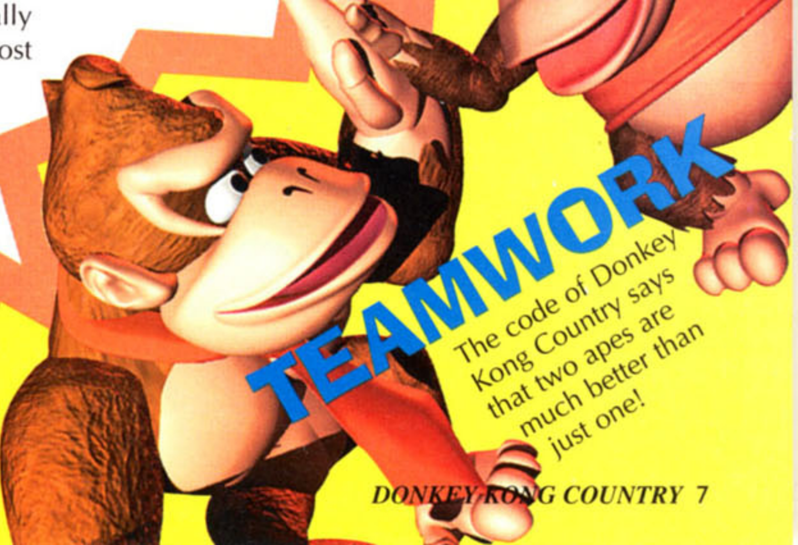


ROLLING

Press the Y Button and Diddy takes off running with a power cartwheel.

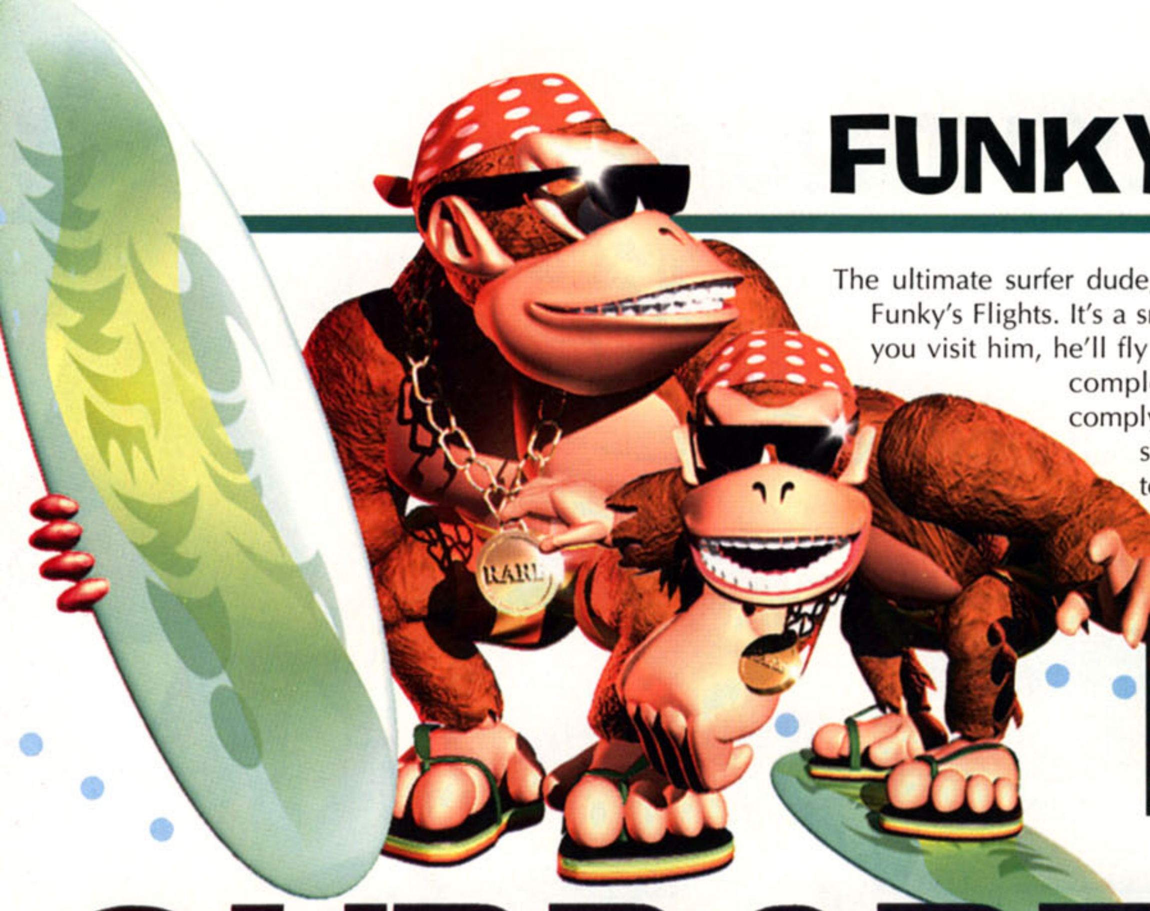
TEETERING

If you have Diddy standing right on the edge of something, he'll teeter about wildly.



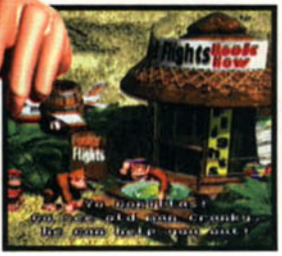
TEAMWORK

The code of Donkey Kong Country says that two apes are much better than just one!



FUNKY KONG

The ultimate surfer dude, Funky Kong owns and operates Funky's Flights. It's a small airline based on the island. If you visit him, he'll fly you back to any area that you've completed. Unfortunately, he has to comply with an airline regulation that states, "No flights will be scheduled to uncompleted areas."

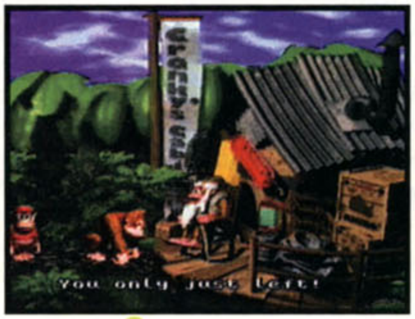

Flights Book Now
Funky's Flights
Yo Kongdudes!
Go see old man Cranky,
he can help you out!

SUPPORTING

CRANKY KONG

The star of the original Donkey Kong games, Cranky Kong, gives out tidbits of advice to DK and Diddy as they progress through the stages. He's wise, but he's really bitter about all the new-fangled technology that's being used in video games these days. Generally, though, you should take notice of what he tells you.

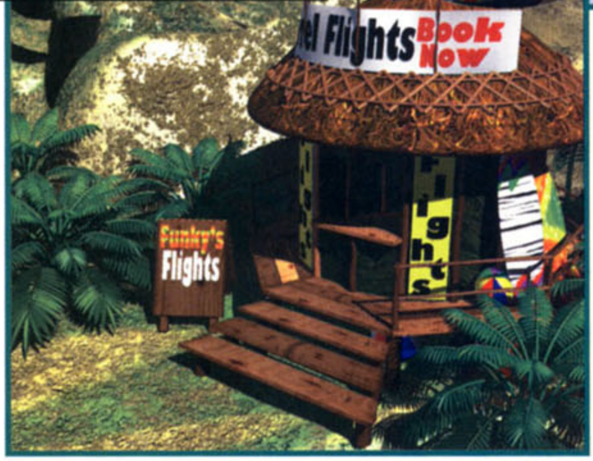
CRANKY'S CABIN


You only just left!

Okay?
I'll do the level for you!...
Hoo!... only kidding!

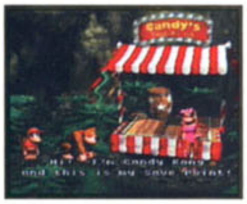
FUNKY BARREL

FUNKY'S FLIGHTS

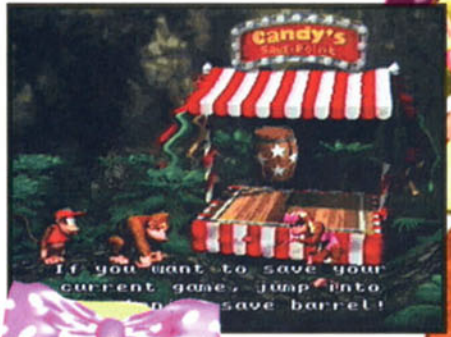

Funky's Flights
Book Now
Funky's Flights

CANDY KONG

Donkey Kong's "love interest," Candy Kong, wants to help out and has taken the initiative to set up Save Points at strategic locations throughout the island. If DK and Diddy make a stop to chat with Candy, she'll offer to save their progress. It's a good idea to visit Candy whenever you complete a new stage.



Hi! I'm Candy Kong and this is my Save Point!



If you want to save your current game, jump into [illegible] save barrel!

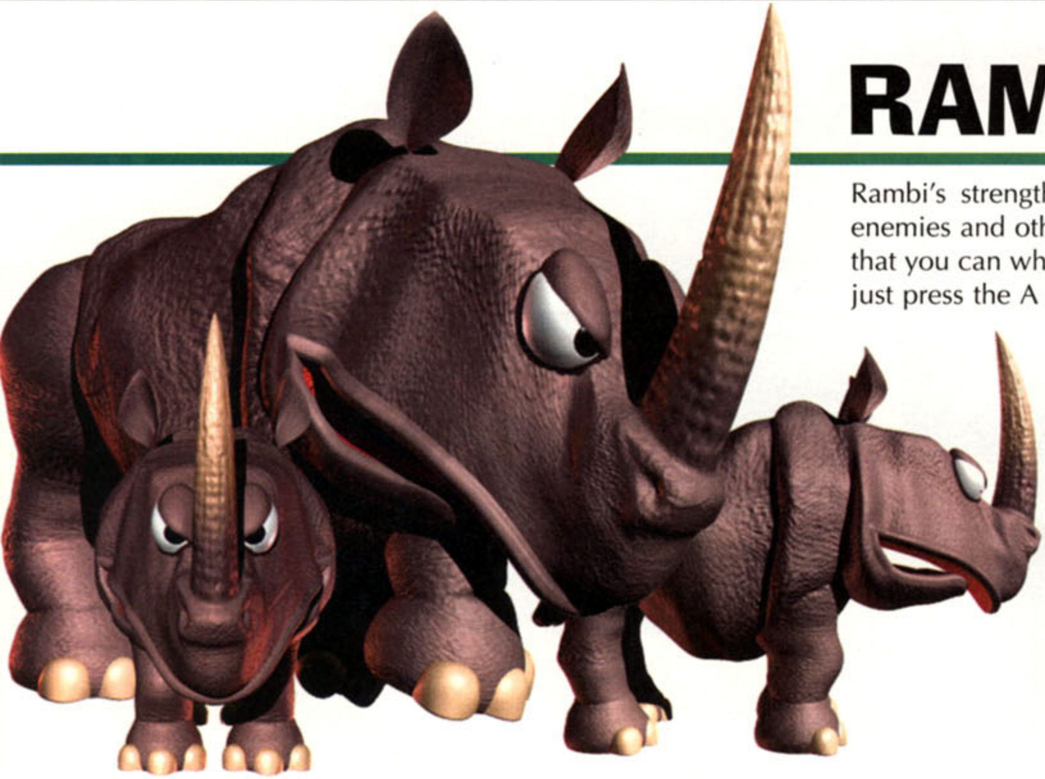
CAST

CANDY'S SAVE POINT

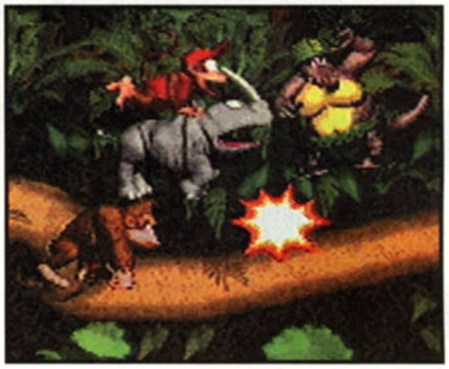
Candy's Save Point

THE GOOD

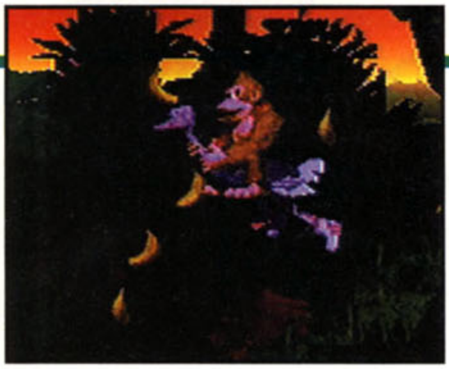
RAMBI



Rambi's strength allows him to break through walls, enemies and other obstacles. Try bashing into any wall that you can while riding him. If you want to dismount, just press the A Button. If Rambi happens to take a hit, he will buck you off and run away, but there are some times where you can catch him and remount.



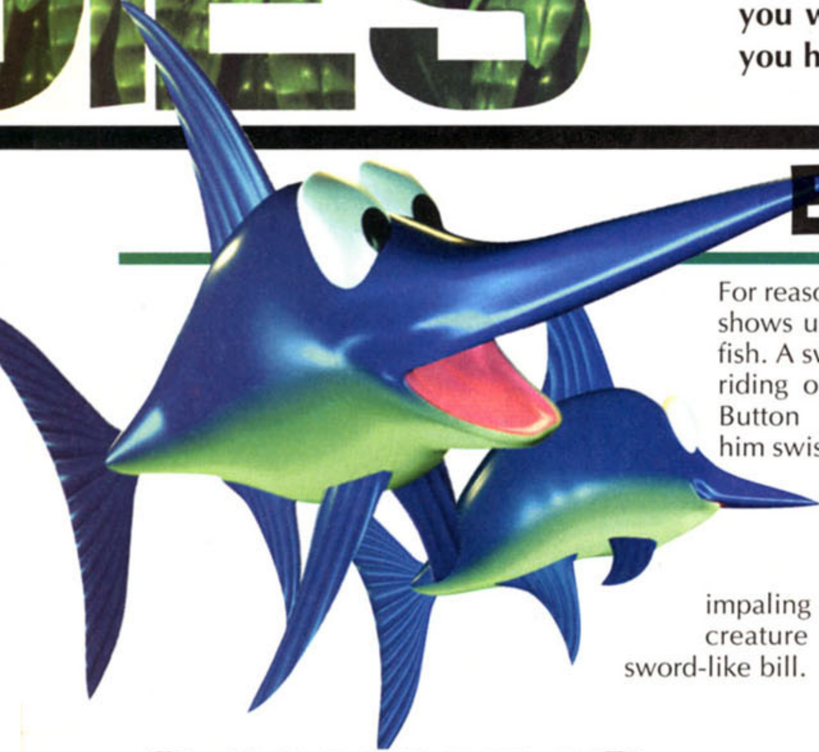
EXPRESSO



Expresso is an ostrich that has impressive wheels! He's a sprinter. You can cover territory quickly while you're riding him. However, the best service that Expresso provides to you is his ability to fly. His wings are small (ostriches don't really fly at all), so he can't stay aloft for too long. If you press the B Button rapidly, he'll flap his wings for all he's worth. There are a couple of Bonus Areas that you'll have to be riding Expresso in order to get into.

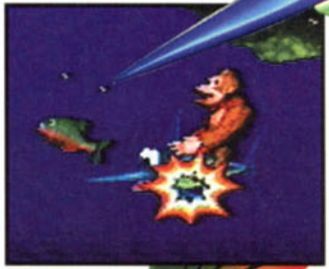
DIES

Donkey Kong and Diddy can ride on all of the Goodies, except Squawks. The Goodies are stashed away in crates that appear in many of the stages. If you want to locate 101% of the areas in the game, you have to rely on the abilities of the Goodies.



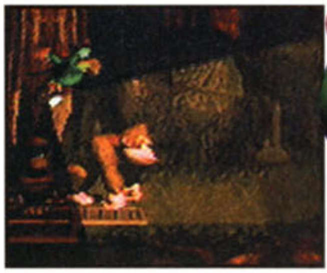
ENGUARDE

For reasons that are obvious, Enguarde only shows up in the underwater stages. He's a fish. A swordfish, to be exact. When you're riding on his back, you can press the B Button to make him swish his tail and jet forward, thereby impaling any enemy creature with his sword-like bill.



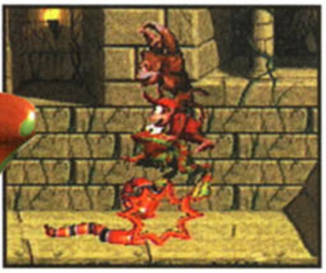
SQUAWKS

Squawks isn't called into action very much. And that's too bad because he's a great help in the dark caves and caverns of the island. Squawks holds an illuminating light as he flies above your head. If you turn around, he will turn around also to point the light in the right direction.



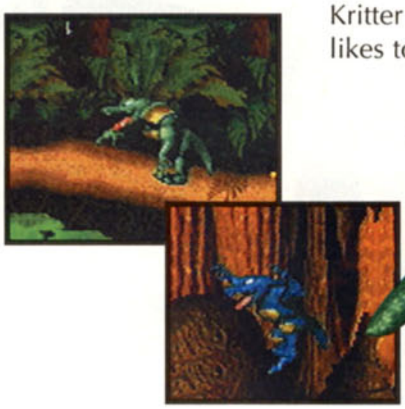
WINKY

Like Squawks, Winky keeps mainly to the damp surroundings of the caves. Winky's biggest advantage is his jumping power. He can sky! Not only that, but he can land on top of Zingers and won't take a hit. He takes *them* out!



KRITTER

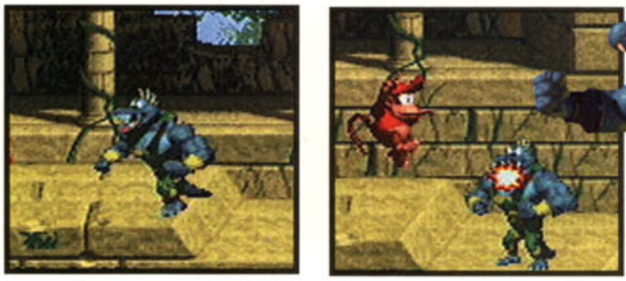
Kritters come in several colors, but other than that, they basically look the same. You can take them out easily by jumping on their heads or rolling through them and bowling them over. Depending upon their color, they have different jumping abilities and patterns of movement. That's what makes them a little unpredictable. Another member of the Kritter family, Krash, is the type that likes to hide out in mine carts.



THE BADD

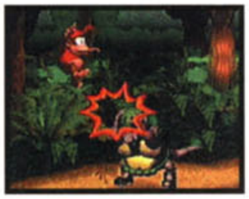
KRUSHA

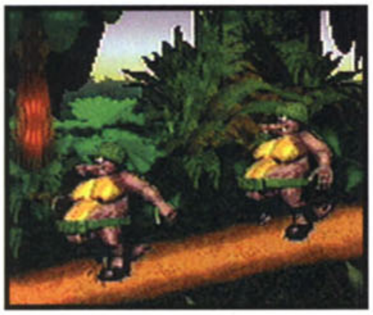
Check out the big guns on this crazy Kremling! Krusha is the big, blue, buff dude. He's also the big, silver, buffer dude! Donkey Kong can take out the Blue Krushas by jumping on them or rolling through them. Unfortunately, Diddy can not do the same. They make a really funny groaning noise when they bite the dust. When it comes to the Silver Krushas, just leave them alone. They're too tough to take out. Jump over them when the coast is clear or toss a barrel at them if you have one handy.

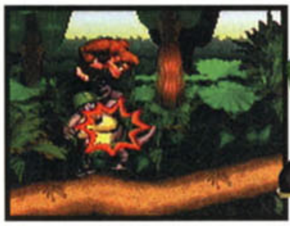


KLUMP

Klump is quite a character. He's like a big, overweight drill sergeant. He's not fast—how could he be? He waddles along like a duck, blocking every ape in his path. Donkey Kong has no trouble putting Klump out of his misery, but here again, lack of size counts against Diddy as he has to hit Klump twice to off him. If Diddy jumps on Klump's head, Klump will back up and prepare for battle. Diddy can then just do a powerful cartwheel right through him.



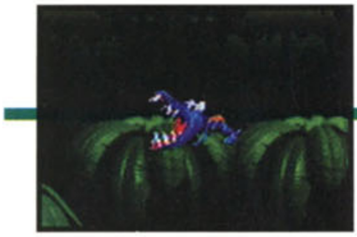


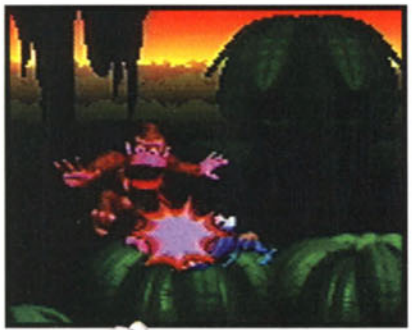


DIES

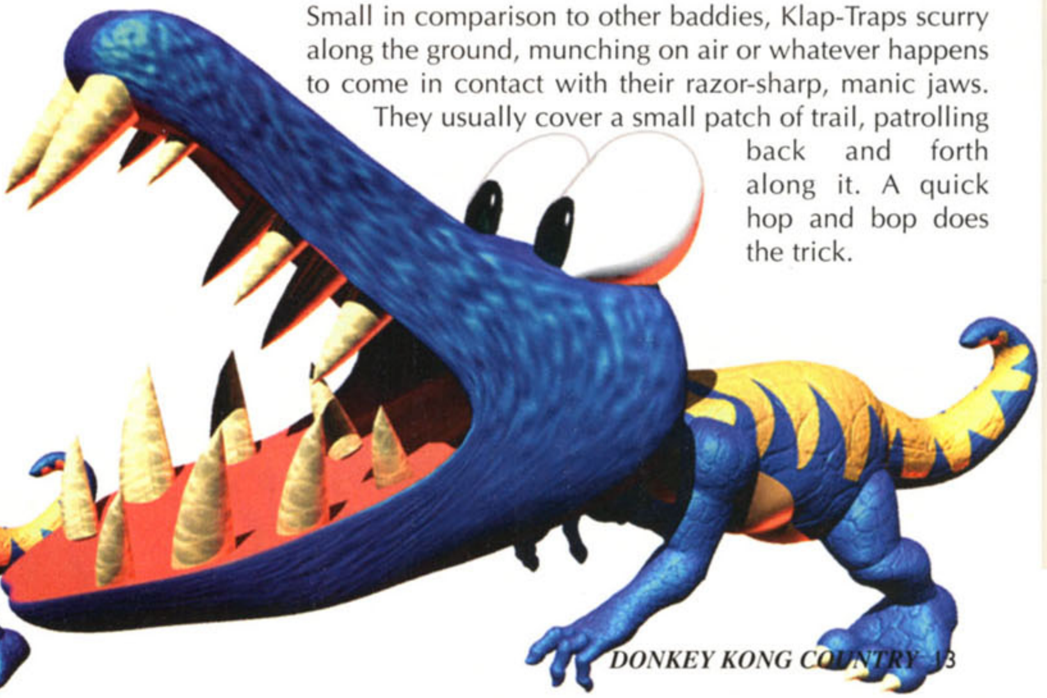
All baddies on the island are under King K. Rool's control. It was the Kremlings that stole Donkey Kong's banana hoard, but it's the combined efforts of the baddies that are trying to stave off Donkey Kong's attempt to recover the bananas.

KLAP-TRAP



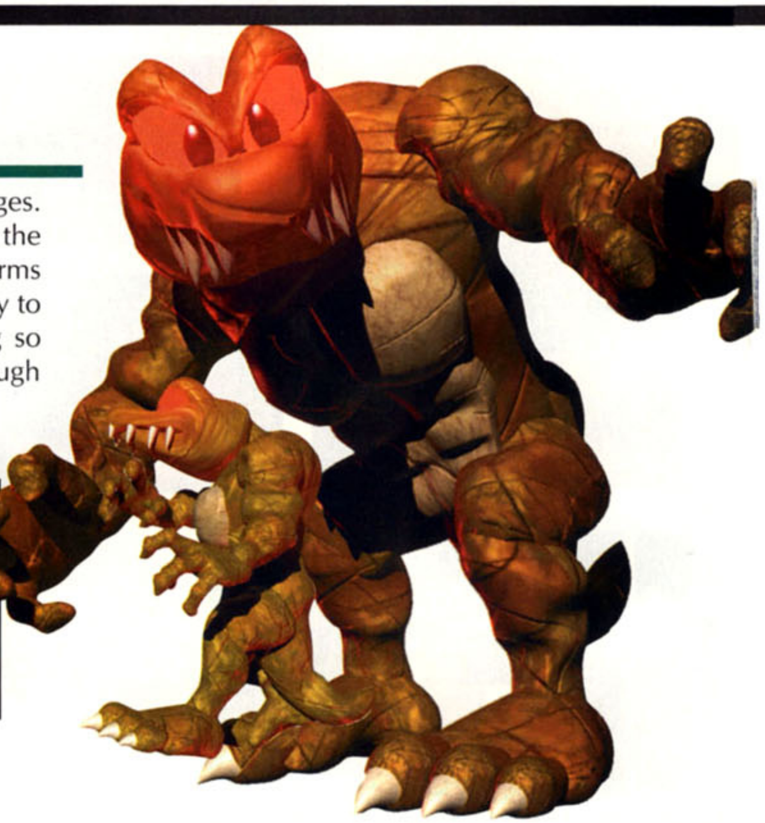


Small in comparison to other baddies, Klap-Traps scurry along the ground, munching on air or whatever happens to come in contact with their razor-sharp, manic jaws. They usually cover a small patch of trail, patrolling back and forth along it. A quick hop and bop does the trick.

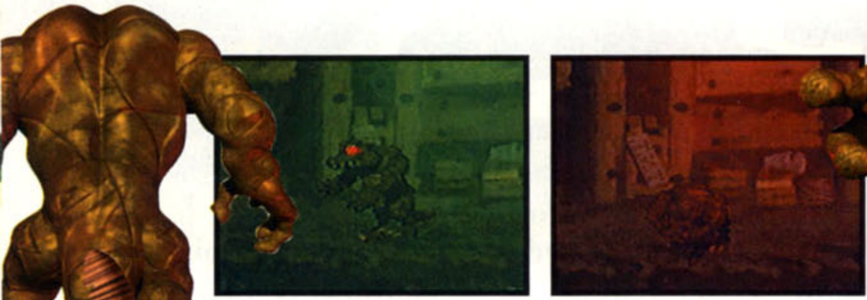


RAPACIOUS

ROCKKROC

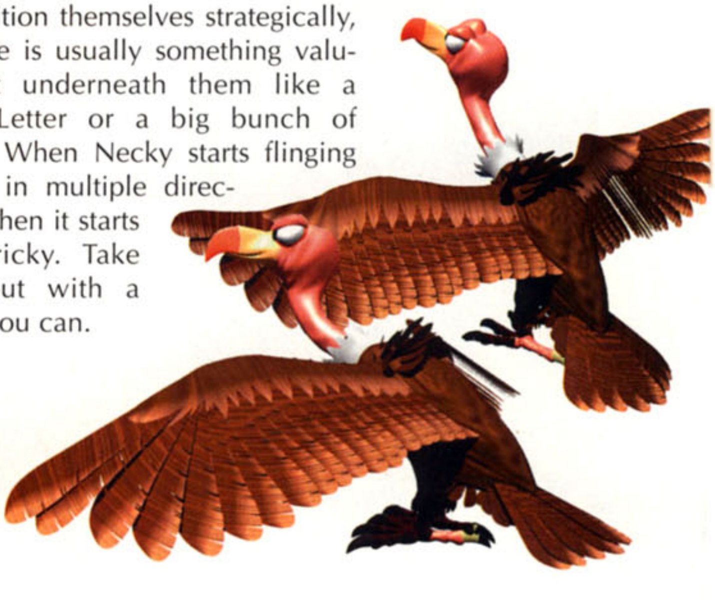


This possessed creature only appears in a couple of stages. That's plenty! When the lights in the cave glow green, the RockKrocs go crazy. They run back and forth with their arms outstretched, looking for something to grab. The only way to shut them down is to make the lights glow red. Doing so entails touching the Stop & Go Barrels as you move through the stage.



NECKY

Necky's favorite trick is to camp out up high and rain down nuts on Donkey Kong and Diddy as they walk or ride by. They position themselves strategically, too. There is usually something valuable just underneath them like a Golden Letter or a big bunch of bananas. When Necky starts flinging nuts out in multiple directions is when it starts to get tricky. Take Necky out with a barrel if you can.



RIVALS

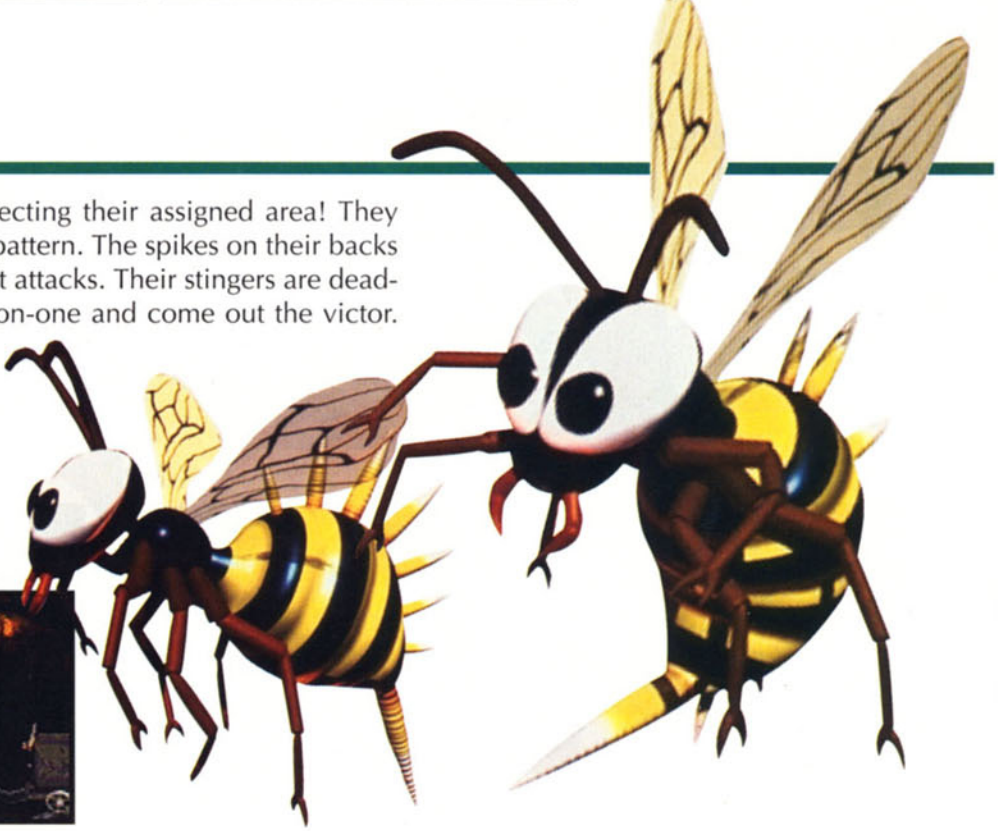
Some island baddies really go overboard in their efforts to derail Donkey Kong and Diddy. They move quickly and attack erratically (although there's a pattern to every movement).

MINI-NECKY

These guys can really be a pain in the necky. Instead of flapping their wings and raining down nuts, Mini-Necky spits them out horizontally! He always spits the nuts in regular intervals. But it's even harder to deal with when he starts flying up and down while spitting them at you. The most common method to dispose of Mini-Necky is to jump over the nuts and then jump on them, but a barrel tossed their way works great, too!

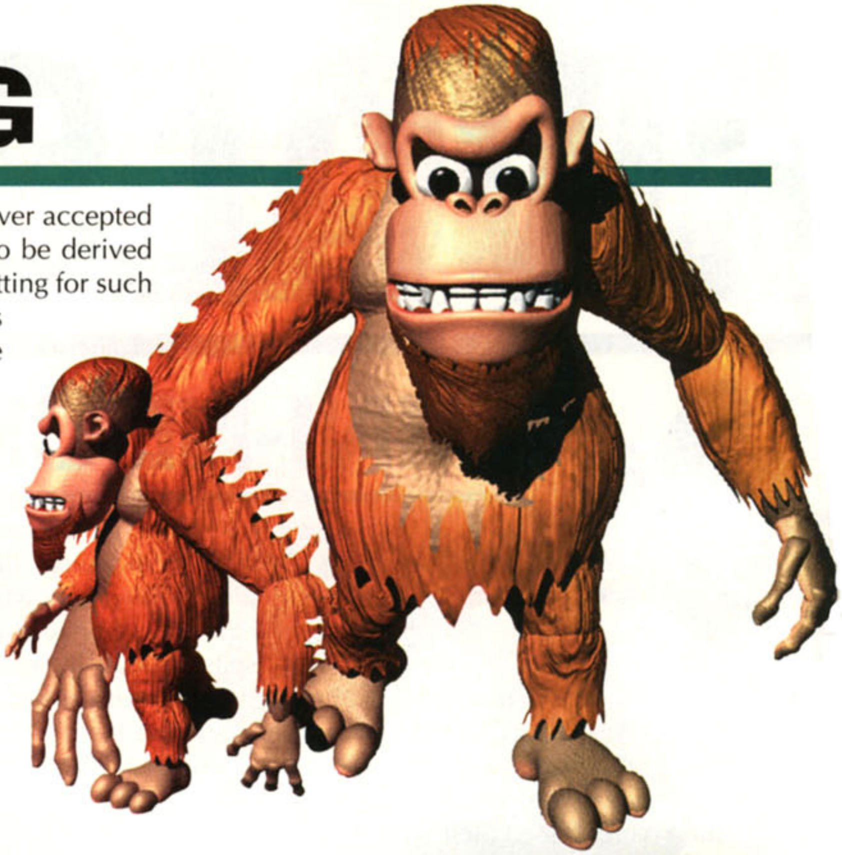
ZINGER

These bees are usually quite busy protecting their assigned area! They buzz back and forth, often in an arcing pattern. The spikes on their backs make them almost impervious to contact attacks. Their stingers are deadly. Only Winky can take them on one-on-one and come out the victor. Either avoid the Zingers altogether or toss a barrel at them. The latter is preferable, but the former is what usually will happen.



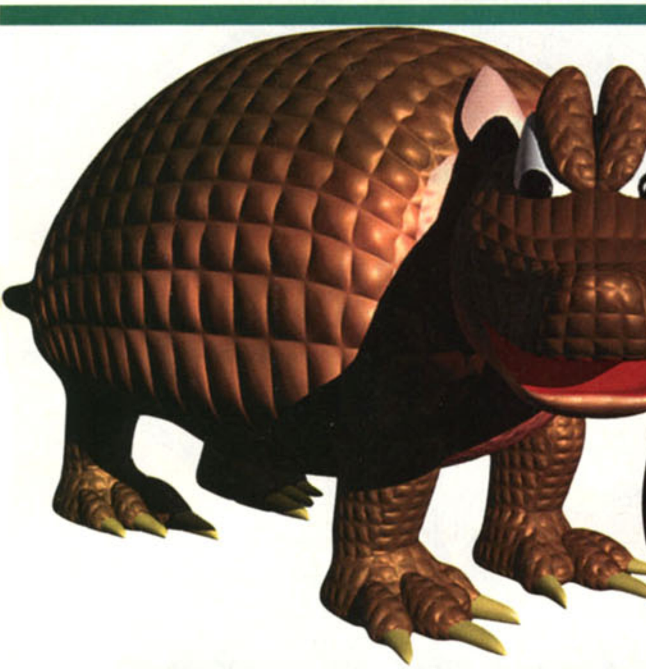
MANKY KONG

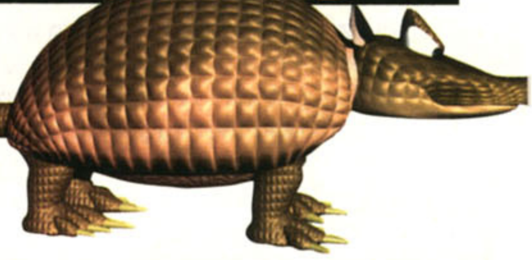
Manky Kong is really mad. Probably because he was never accepted as part of the Kong group. The word "manky" seems to be derived from the words "mangy" and "skanky." It's certainly befitting for such an unsightly ape. Every time that you come across Manky Kong, you'll need to take immediate action. He has a never-ending supply of barrels and he's not shy about throwing them at you. Generally, Manky Kong will toss three barrels quickly, pause, and then start throwing them again. Use that pause to your advantage and move in on him!



ARMY

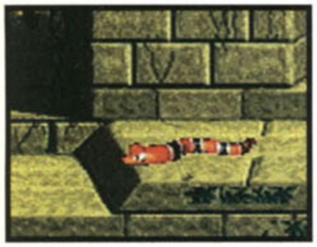
Army the armadillo has an excellent attack pattern. When he sees you, he rolls up and rolls at you. He'll continue to roll at you until you stomp on him, move out of the vicinity or until he falls off of a ledge or platform.

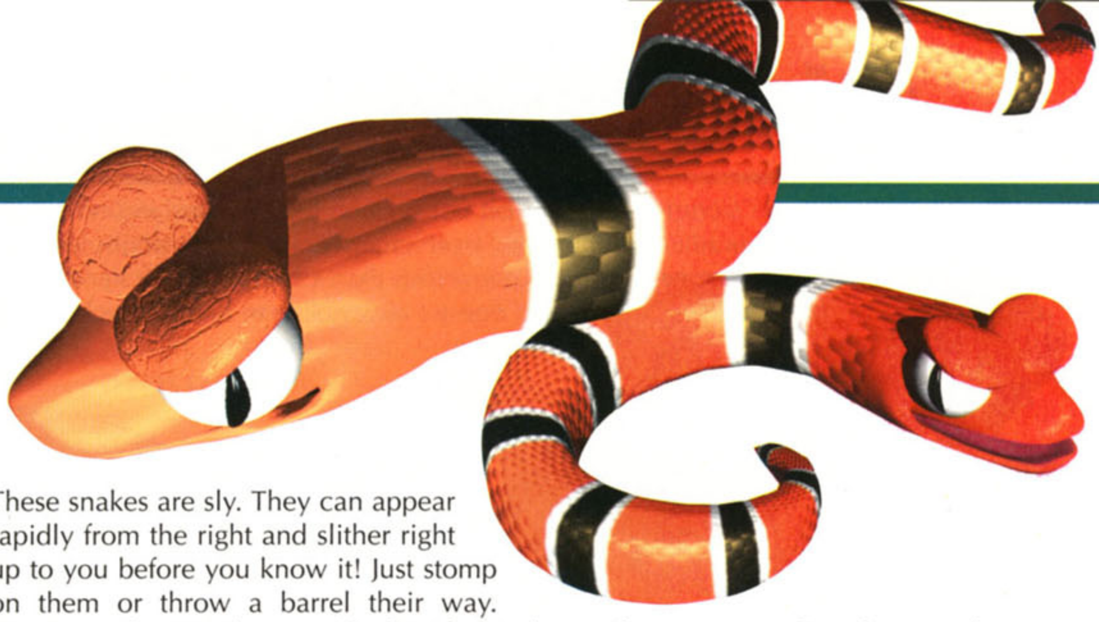


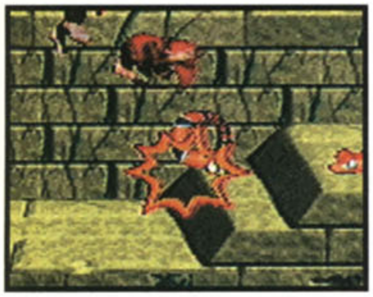


BADDIE PA

SLIPPA



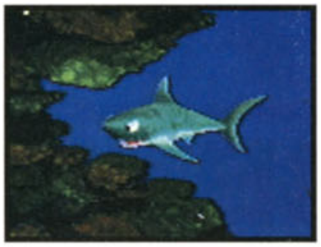


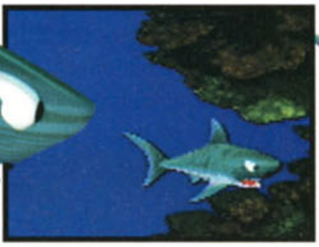


These snakes are sly. They can appear rapidly from the right and slither right up to you before you know it! Just stomp on them or throw a barrel their way. Here's another tip: they usually don't hunt alone—they gang up when they attack.

CHOMPS

Of course, Chomps will only appear in the underwater stages. They like to hunt in packs and often stagger themselves apart in certain open areas to form a shark blockade. Enguarde can take them out with one poke, but other than that, your best bet is to just avoid them altogether.



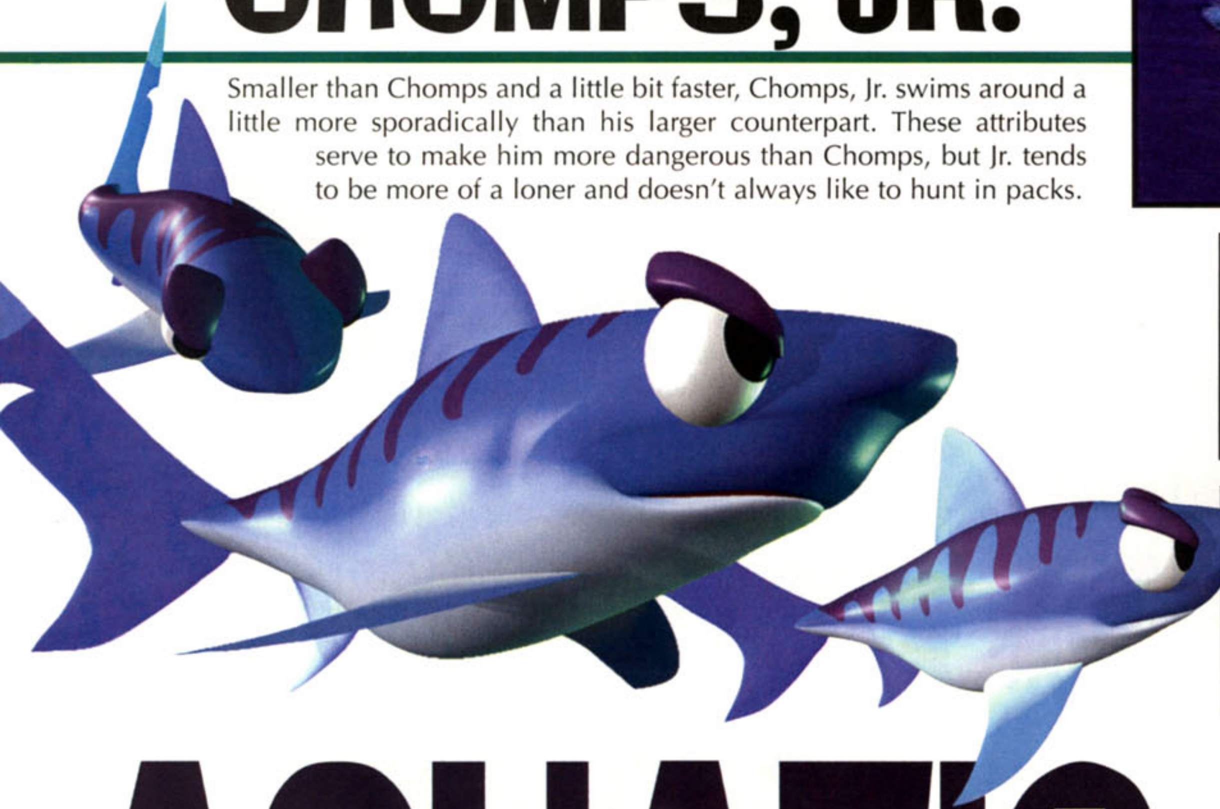


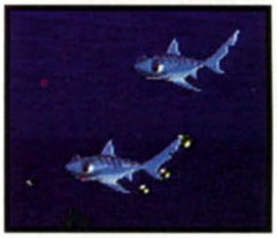
TROL

Most baddies will stake out their own areas and will stick to those areas. Keeping that in mind, if you don't want to tangle with them, or if you can't, you can just try to avoid them and move on.

CHOMPS, JR.

Smaller than Chomps and a little bit faster, Chomps, Jr. swims around a little more sporadically than his larger counterpart. These attributes serve to make him more dangerous than Chomps, but Jr. tends to be more of a loner and doesn't always like to hunt in packs.

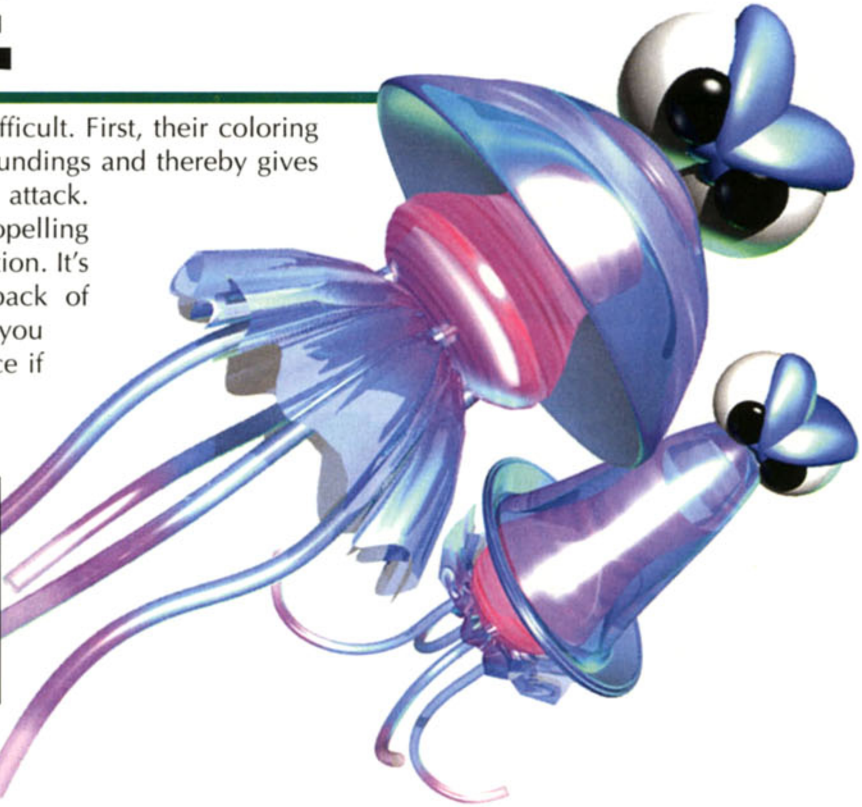




AQUATIC BA

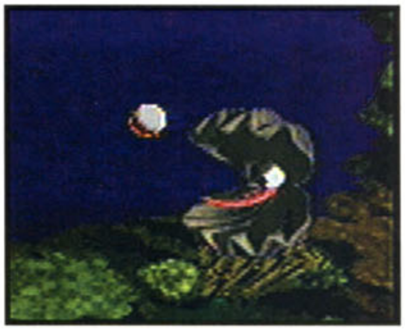
SQUIDGE

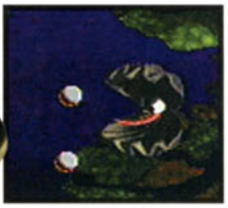
Dealing with Squidges can be deceptively difficult. First, their coloring makes them blend in with their watery surroundings and thereby gives them an automatic head start when they attack. Second, they move with a surging motion, propelling themselves along, usually in a diagonal direction. It's really an underwater nightmare when a pack of Squidges attacks. What a maze they create! If you have Enguarde, he could be your saving grace if you come across a pack of Squidges. He can charge right through them!

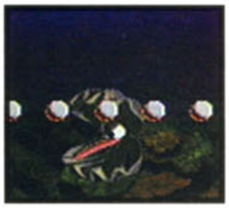


CLAMBO

This large shellfish always remains stationary, but he does have an unlimited supply of deadly pearls to spit out. Some Clambos spit out only one pearl at a time. Some spit two. Some spit three and some even spit five! Moving vertically past a barrage of pearls can be difficult.





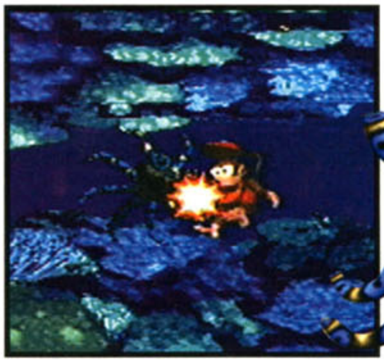


DDIES

The enemies on these pages all attack in a different manner, but they all have one thing in common: they only appear in the underwater stages. That's why they're the aquatic baddies! But they're not the only ones.

CROCTOPUS

A Croctopus will always chase you. That's just their nature. If you see one, you can bank on the fact that it will be coming to get you very soon. It's rotating tentacles make it quite a speedy swimmer, so don't take any wrong turns while you're trying to out-swim a Croctopus. You can try all you like, but not even Enguarde will be able to defeat this powerful baddie.



BARREL BON

TNT DRUM

This type of barrel will explode when thrown. They are excellent for helping you locate bonus areas. If Diddy holds a TNT Drum out in front of him, sooner or later he's bound to blow open a door to a bonus area. Explosion on contact!

BARREL CANNON

If Donkey Kong (or Diddy) jumps into this type of barrel, he will be shot out from it automatically. Take this fact into consideration if you need to set up a series of barrel blasts.

FUNKY BARREL

Funky Kong's airliners are like jumbo jet barrels with wings! They'll take you where you want to go as long as you've already been there.

SPIN BARREL

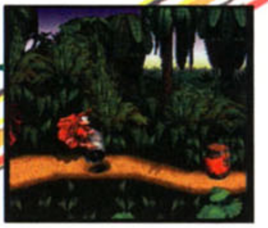
This is the type of barrel that spins and it's also the type where you have control of when you get shot out of it.

ANZA

Barrels play a very important role in Donkey Kong Country. As you can see, several types of barrels exist and they all do something different!

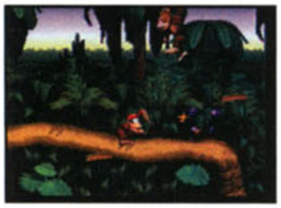
STEEL KEG

There aren't many of these on the island, but when you find one, bounce it off of a wall and take a ride on it. You'll be able to smash through baddies!



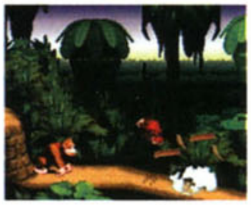
CONTINUE BARREL

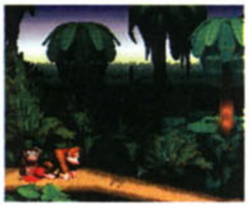
Almost every stage has one of these barrels. It marks the halfway point of a stage. If you break open this barrel, but don't complete the stage for some reason, you'll begin at this point on your next attempt.

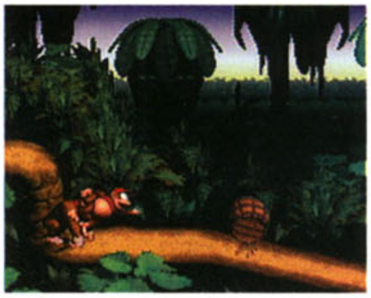


DK BARREL

This barrel holds either Donkey Kong or Diddy Kong, depending on who you're playing as. However, if both apes are on screen, it functions just like a regular barrel.

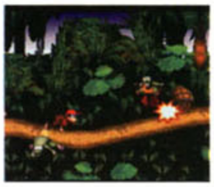






REGULAR BARREL

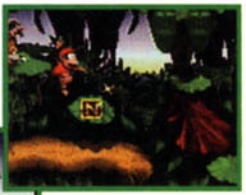
When you see one of these barrels, it's usually a good indication that you can toss it at something up ahead of you. It serves as a powerful weapon. You can set barrels down, too. Just press Down and release the Y Button.

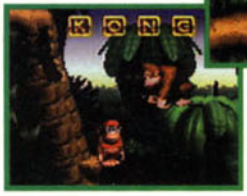


ITEMS TO COLLECT

GOLDEN LETTERS

In each stage, you can spell out "K-O-N-G" with Golden Letters that you find and collect. When you get all four letters, you'll be rewarded with an extra life. Most of the letters are out in the open, but some are hidden and some are found in Bonus Areas.





BALLOONS

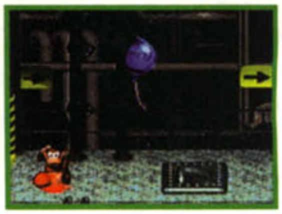
There are three colors of life-giving balloons. Red is worth a 1-Up, green nets you a 2-Up and blue bags an elusive 3-Up. Green and blue balloons are usually rewards for getting through a certain area or section quickly. Red balloons are far more plentiful than the other colors. Too bad.

BANANAS!

Story line-wise, your mission is to recover all of the bananas that the Kremlings stole from you. Game-wise, though, bananas are important to collect because for every one hundred that you snag, you get a 1-Up! The banana counter scrolls on and off of the screen as you pick up more.

LIVES!

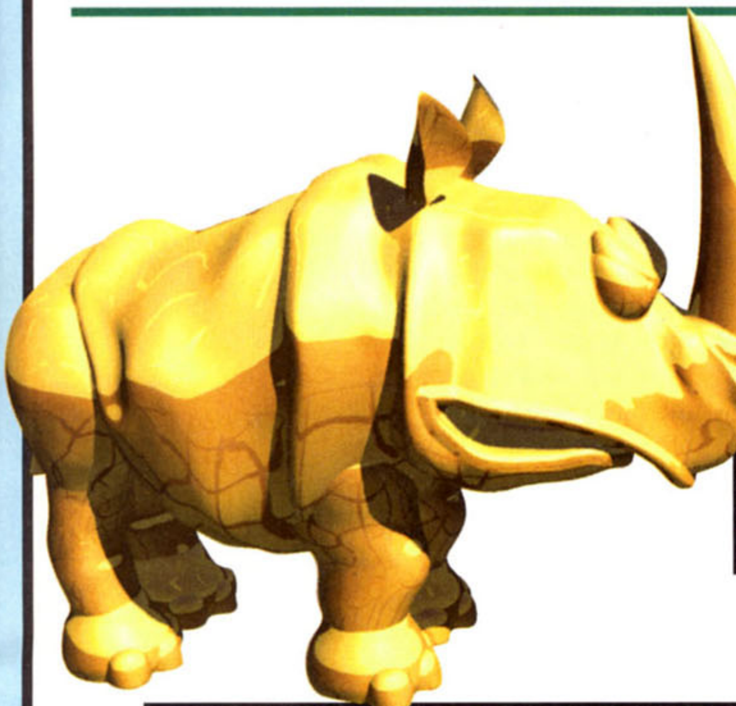
The average player should be able to keep playing for a long time and not have to worry about running out of lives. There are plenty of opportunities to score 1-Ups, especially in the Bonus Areas where you play games of skill. There are unlimited Continues, also.



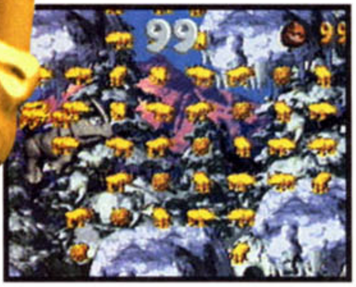
TOKEN BONUS

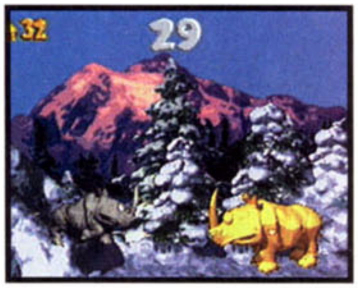
RAMBI

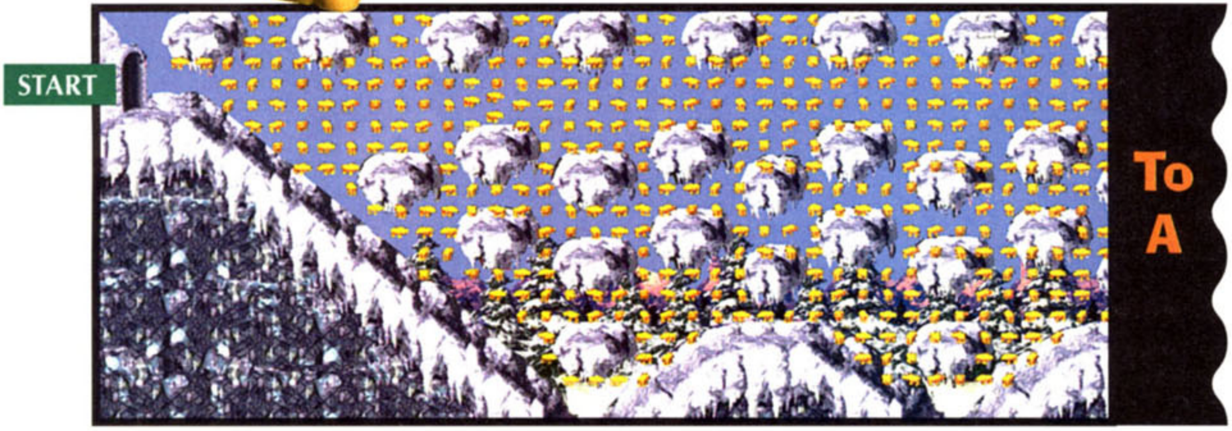
When you collect three Golden Tokens of the same type, you will be whisked away to a Token Area where you get to play as the goodie! You can earn many 1-Ups here!

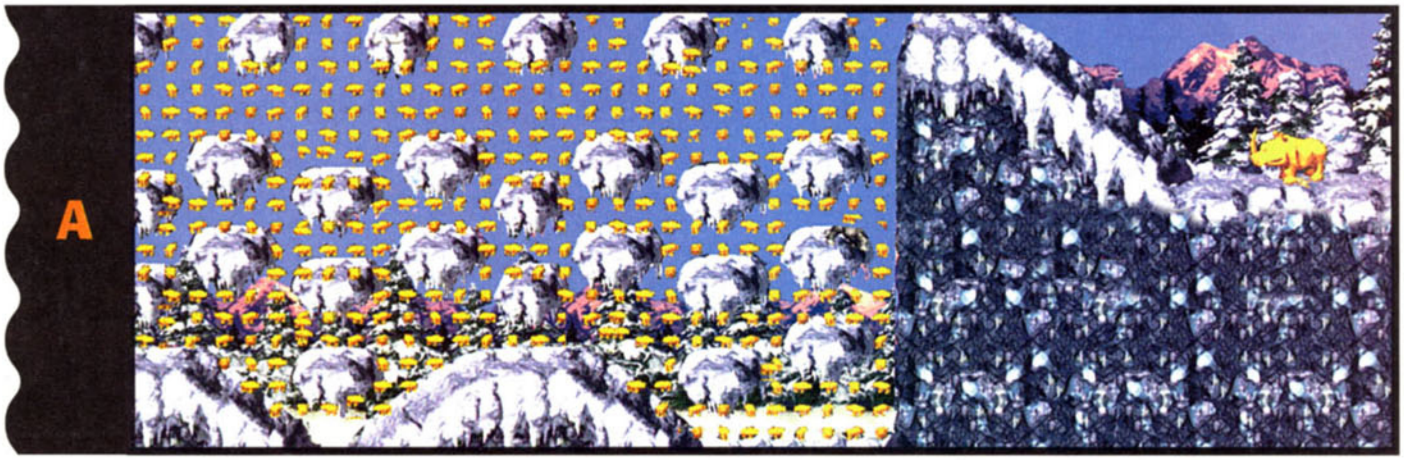


Getting to the large Golden Rambi Token at the far right of this Bonus Area is not difficult and it will double the amount of tokens you have collected. Be sure to jump when you go up inclined sections. Making it over to the large Golden Rambi Token takes a lot of time and you don't collect tokens on the way.



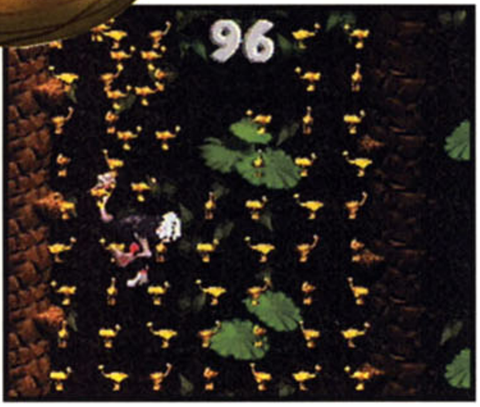


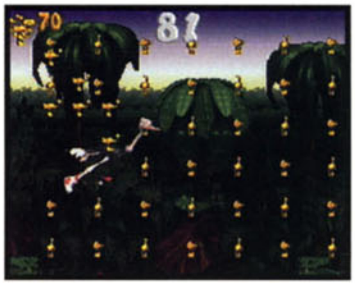


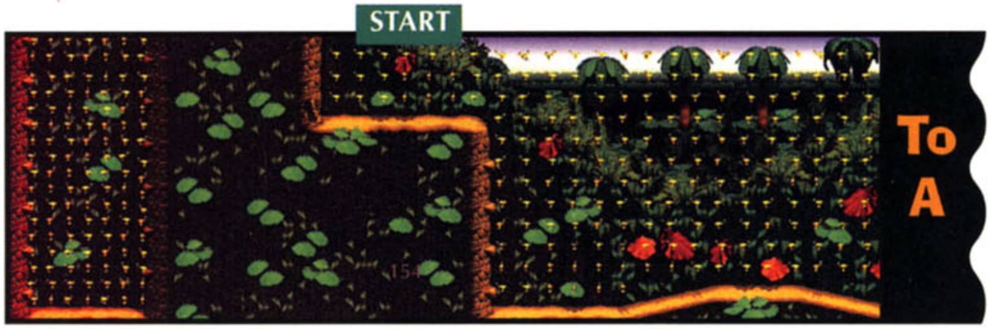


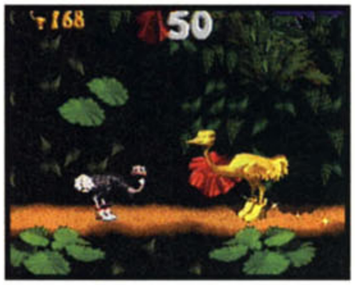
EXPRESSO

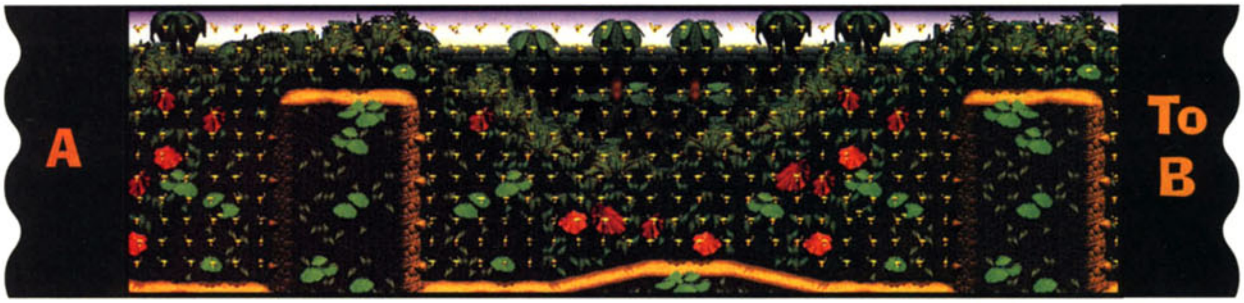
Out of the four Token Bonus Areas, you can probably score the most tokens in this area. All of the tokens are out in the open in large areas. Go up and over to the left to score as many of the tightly-packed tokens as you can and then work your way over to the right. Finally, jump up and over the wall and grab the large Golden Expresso Token on the other side to double your overall 1-Up take.

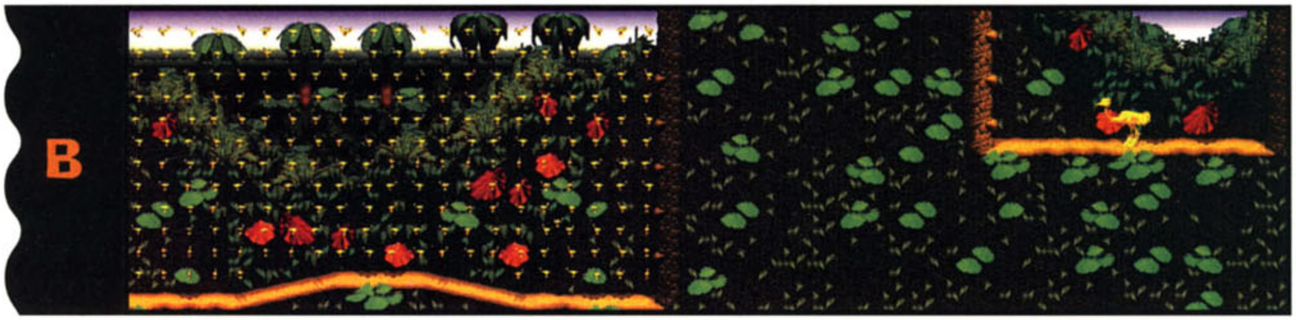


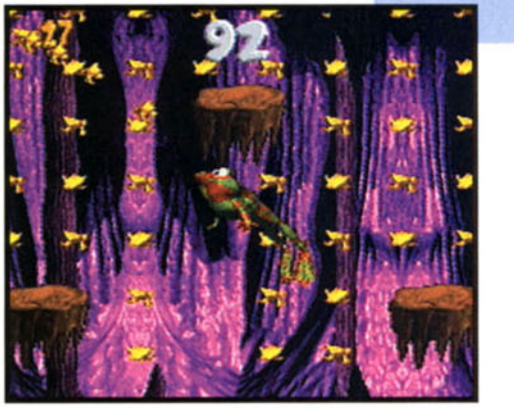






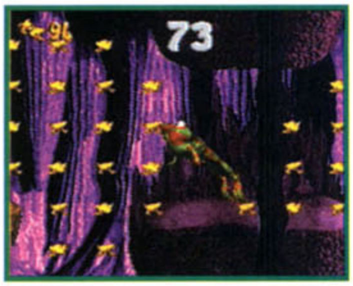


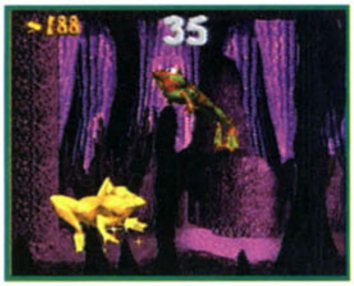


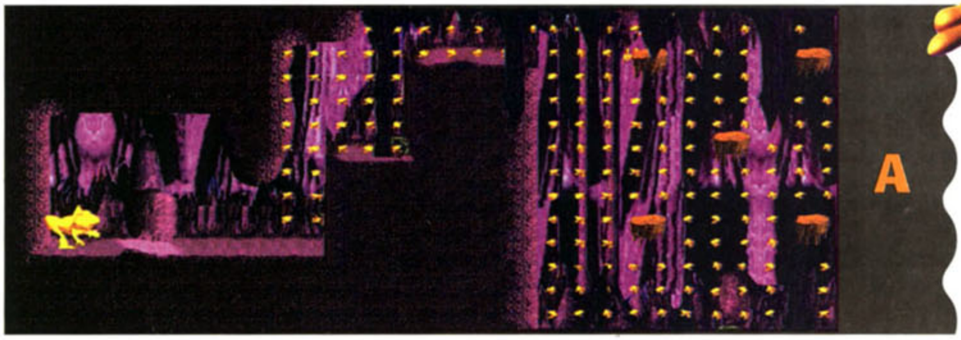


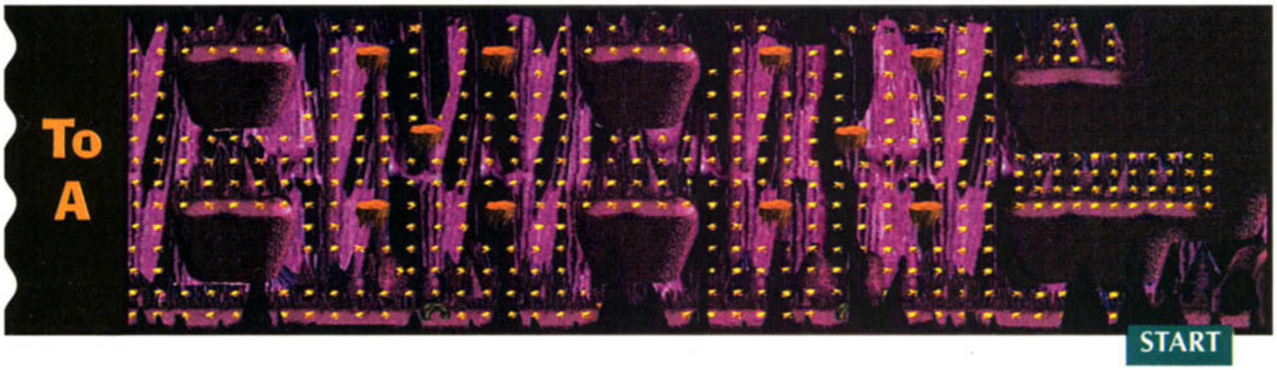
WINKY

The layout of the tokens in Winky's Token Bonus Area is simple, but since your routes will have to include diagonals to reach the upper ledges, some pre-planning is in order. That way, you can figure out which route will bag you the most tokens. It will probably take you a few times to get your timing right so you end up at the Large Golden Winky Token just as time runs out.



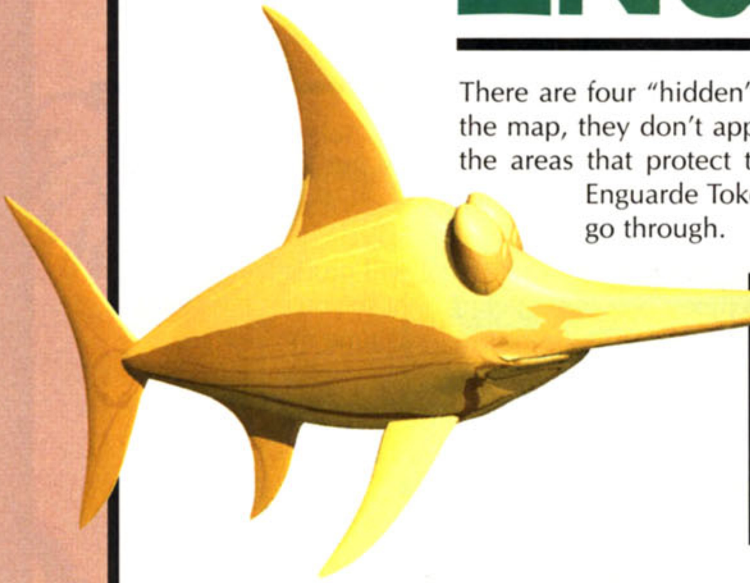


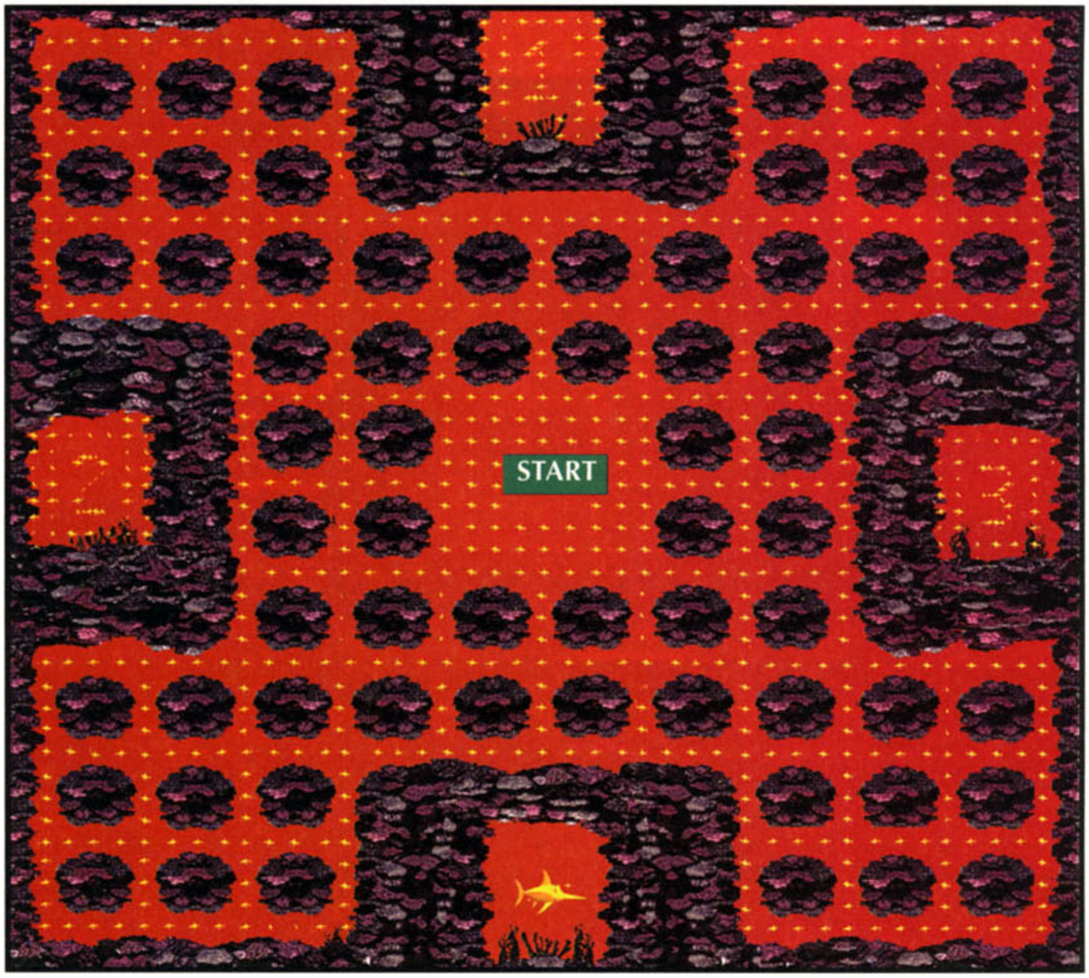




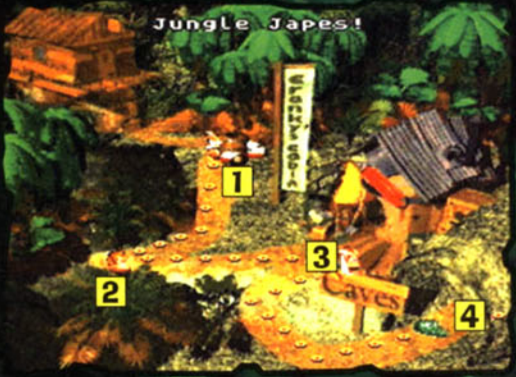
ENGUARDE

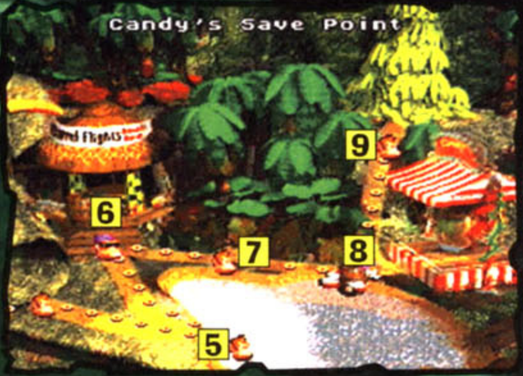
There are four "hidden" areas in Enguarde's Token Bonus Area. On the map, they don't appear to be hidden, but the walls surrounding the areas that protect the numbers **1**, **2**, **3** and the Large Golden Enguarde Token all have openings that you can locate and go through.





KONGO JUNGLE

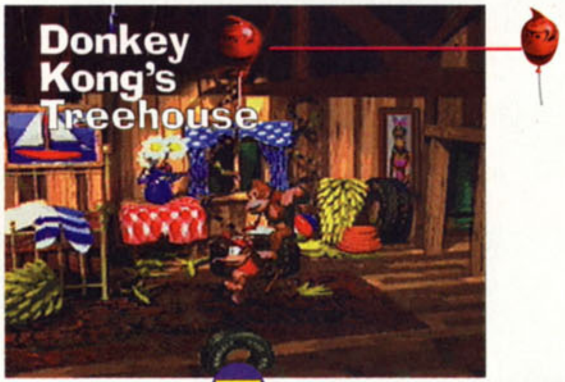

Jungle Japes!
1
2
3
4
Caves


Candy's Save Point
9
6
7
8
5

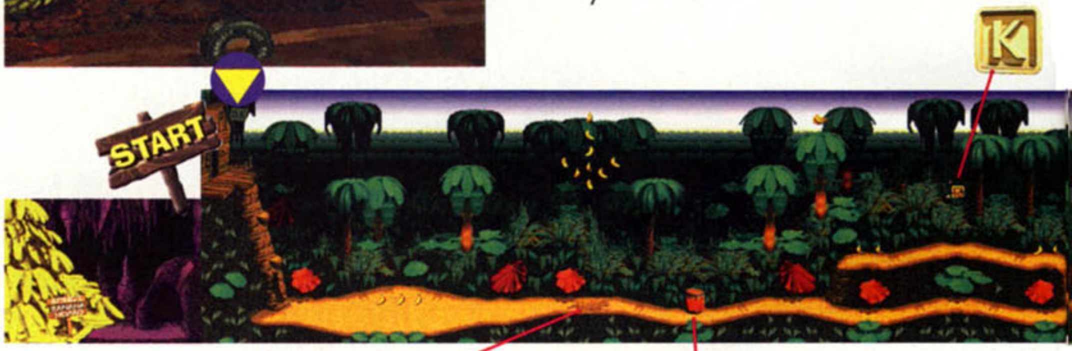
1. Jungle Hijinxs
2. Ropey Rampage
3. Cranky's Cabin
4. Reptile Rumble
5. Coral Capers
6. Funky's Flights
7. Barrel Cannon Canyon
8. Candy's Save Point
9. Very Gnawty's Lair

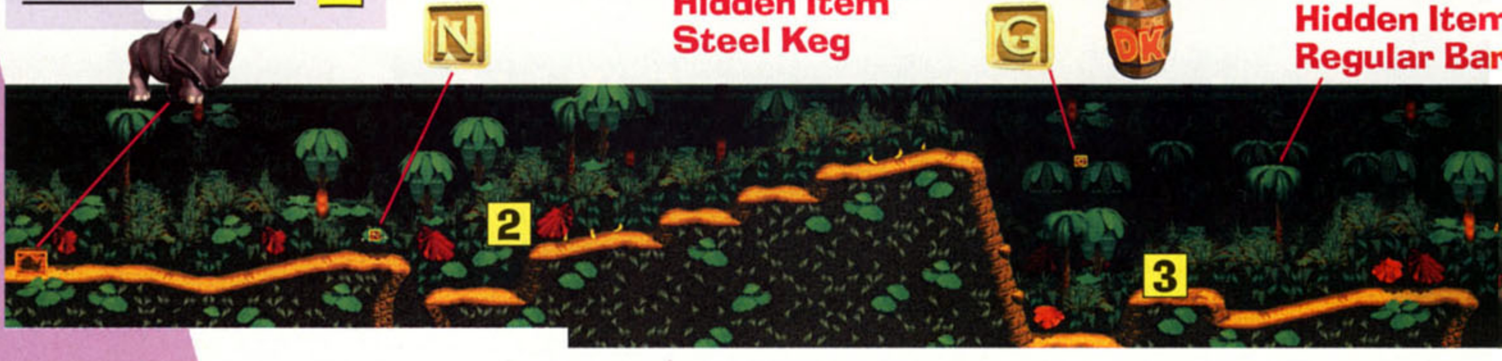
Jungle Hijinxs

This is where it all begins. Start paying attention to details because it isn't going to be a cakewalk! Just because Jungle Hijinxs is the first stage, it doesn't mean that it's going to be easy. In fact, every stage in the entire game has difficult sections. Make sure you take a look in your hoard just after you begin. And you may as well check your Treehouse one last time before you head out to re-establish your banana supremacy. Rambi quickly establishes his strength when he enters the picture to help you out.



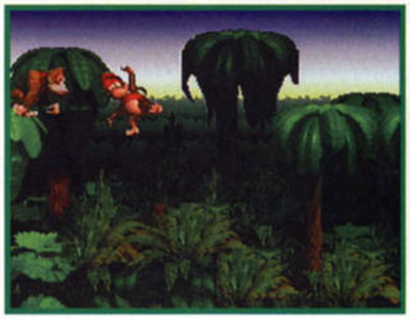
Bonus Areas	2
#-Up Balloons	5
Hidden Items	2

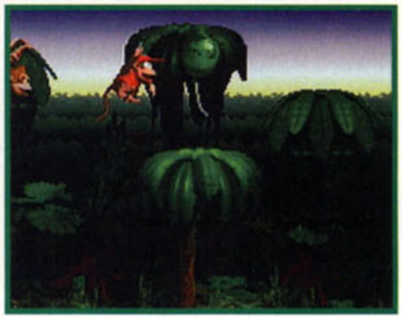




1 Get Four Free Lives!

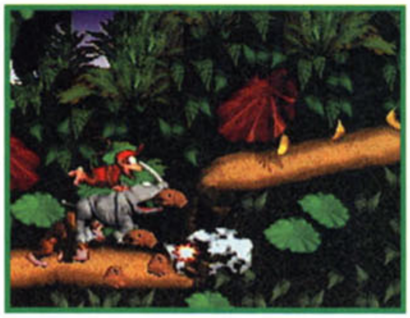
Go get Diddy out of the first DK Barrel, select him, and then come back to the Treehouse door. Using Super Jumps, Diddy can cartwheel and jump his way along the treetops through the first section of this stage. Two red 1-Up Balloons will appear and then a green 2-Up Balloon will present itself. Grab 'em all!

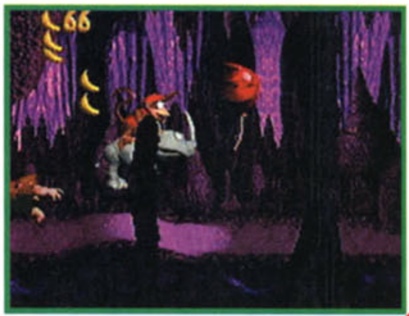


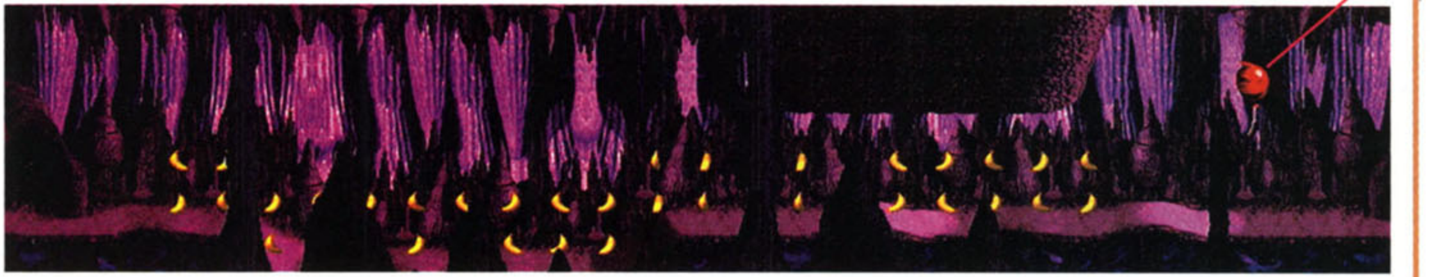


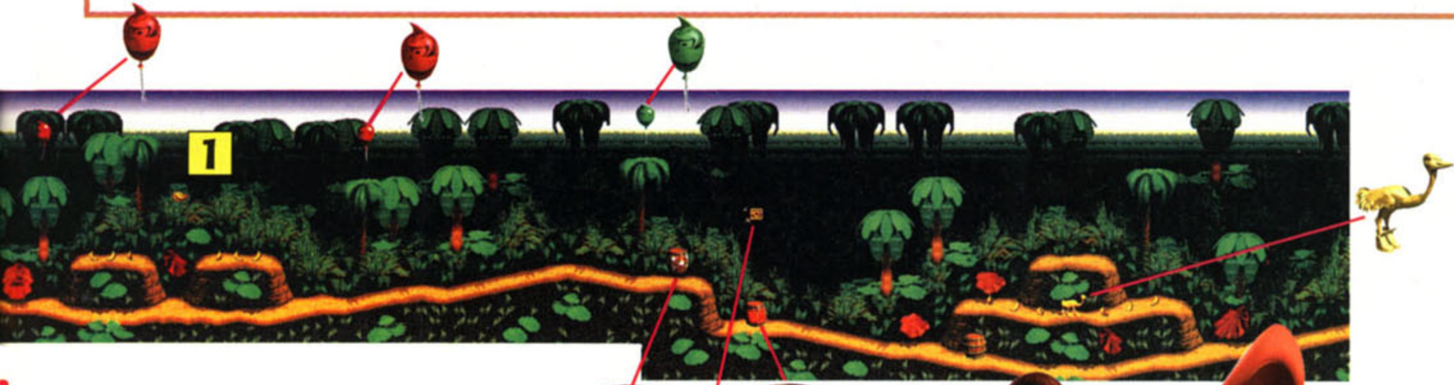
2 Bonus Area

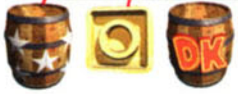
Get Rambi out of the crate and ride him to this spot. Bash him into the wall and the wall will break open revealing the first Bonus Area of the game. Charge through, collecting the bananas and be sure to jump to grab the 1-Up Balloon at the end of the cave.





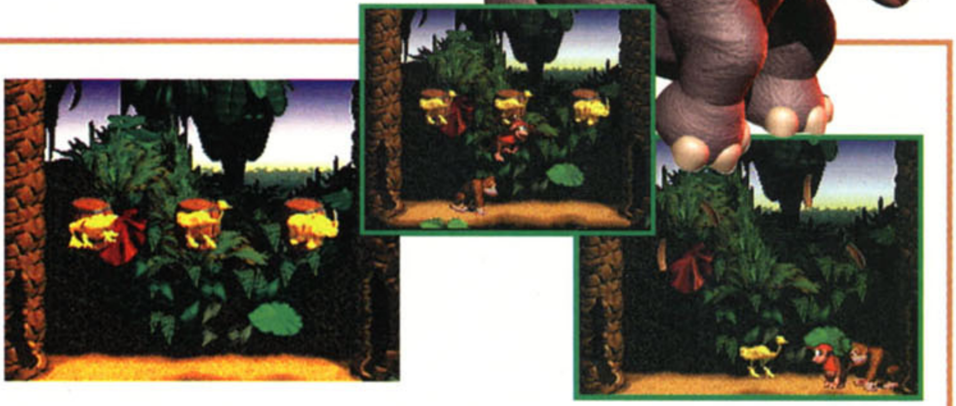






3 Bonus Area

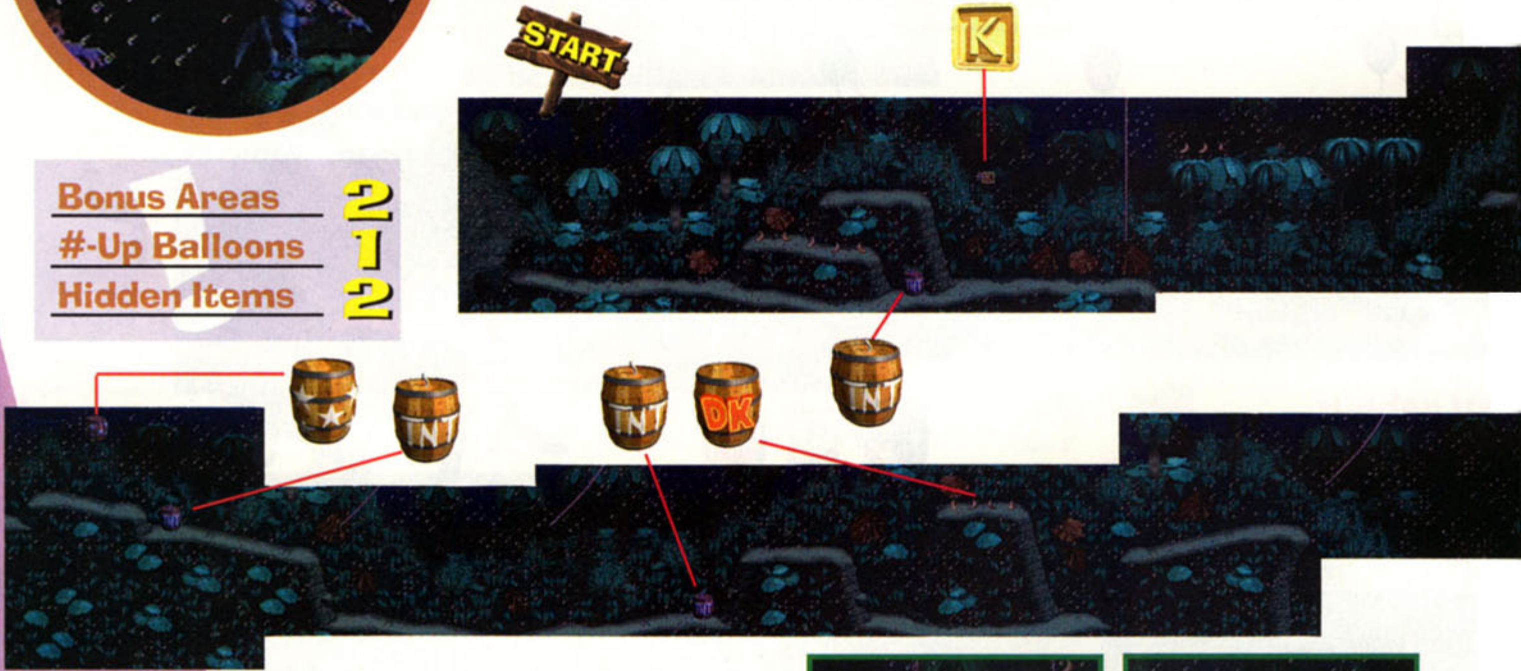
When you break out of the first Bonus Area, directly below you will be the entrance to the second Bonus Area in this stage. You can use Rambi again to break the door open. However, if necessary, you could use a barrel to break it open.



Ropey Rampage

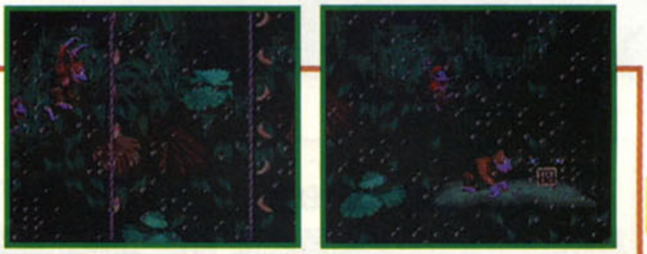
"It was a dark and stormy night..." That's the way that Ropey Rampage opens. Donkey Kong emerges from a cave into a rainstorm, complete with thunder and lightning. Donkey Kong and Diddy will get their first chance to test their swinging skills in this stage. Jump up to grab onto a rope (both DK and Diddy will grab the rope if they touch it anywhere). Press the B Button to jump off of the rope. To get into the first Bonus Area in this stage, you have to execute a "fall of faith." Check the map for the location of the secret Barrel Cannon.

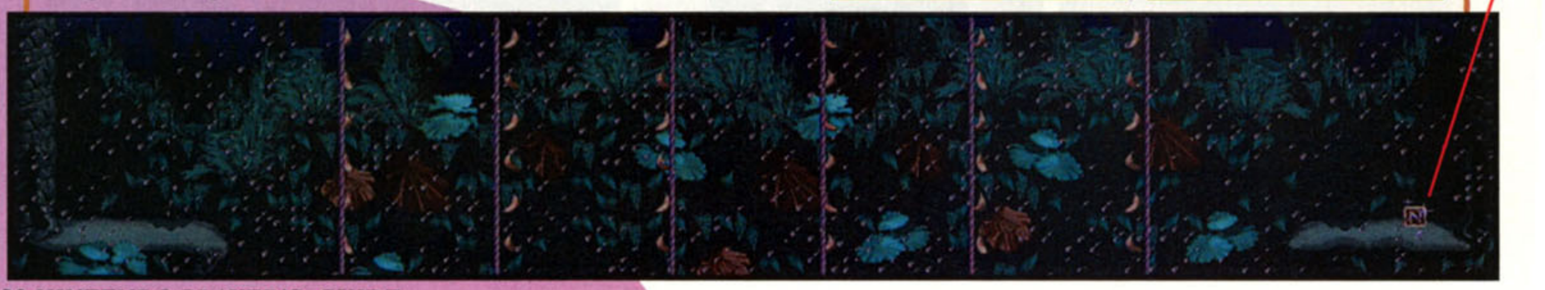
Bonus Areas	2
#-Up Balloons	1
Hidden Items	2



1 Bonus Area

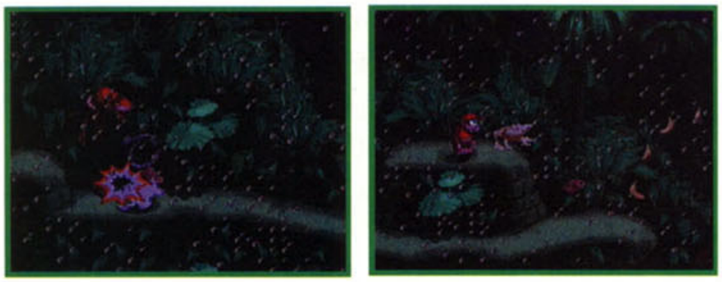
Fall between the treetops just after the Golden Letter O to enter a secret Barrel Cannon. It will shoot you to the right, through a wall and into a Bonus Area.





Ropey Rampage

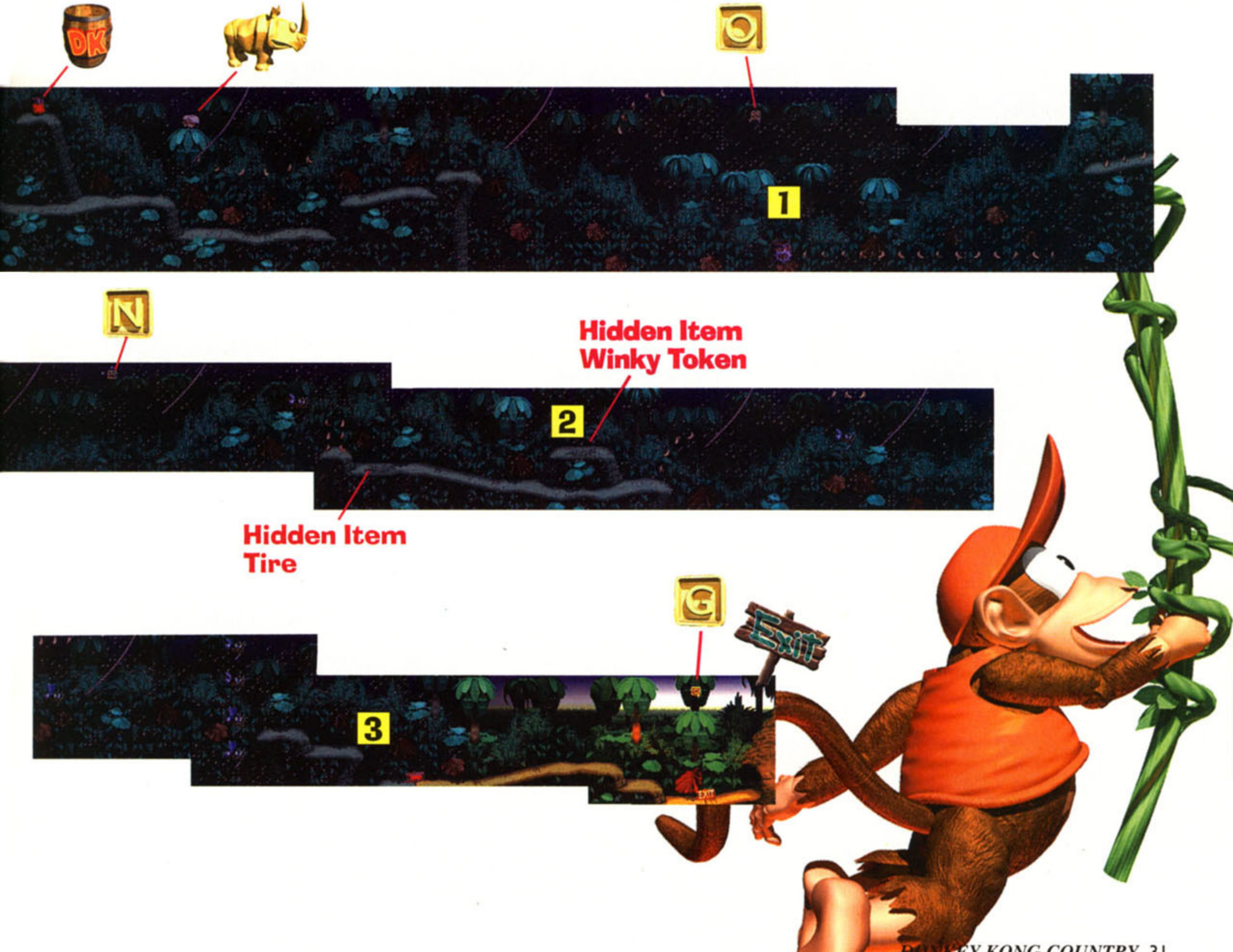
2 Buried Winky Token



When you blast out of the first Bonus Area, try to land on the patch of fragile ground that hides a Tire. Push the Tire to the right and use it to bounce up to the treetop just to the left of the Winky Token. Jump down to unearth the token.

3 Bonus Area

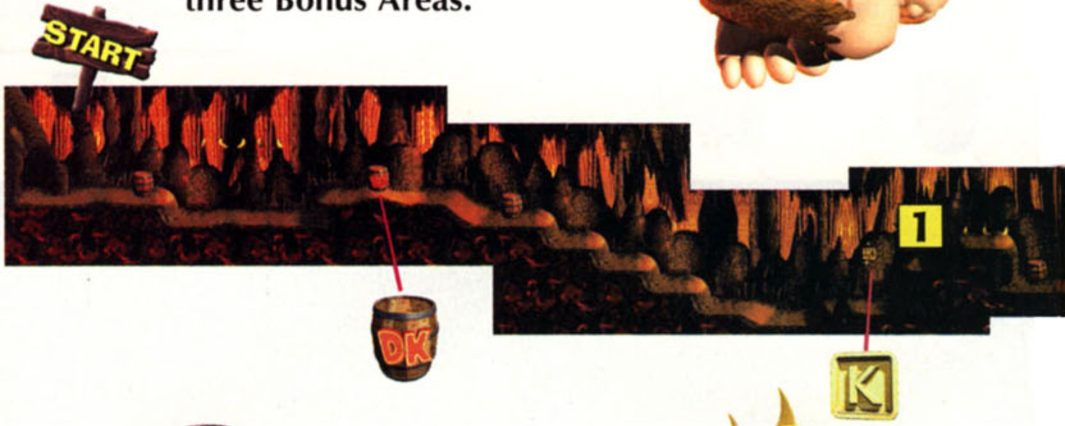
This one's pretty easy to miss, but it's really easy to get to! Just fall down into the Barrel Cannon and you'll be off on your way to a Bonus Area to play the 1- Up Balloon guessing game.

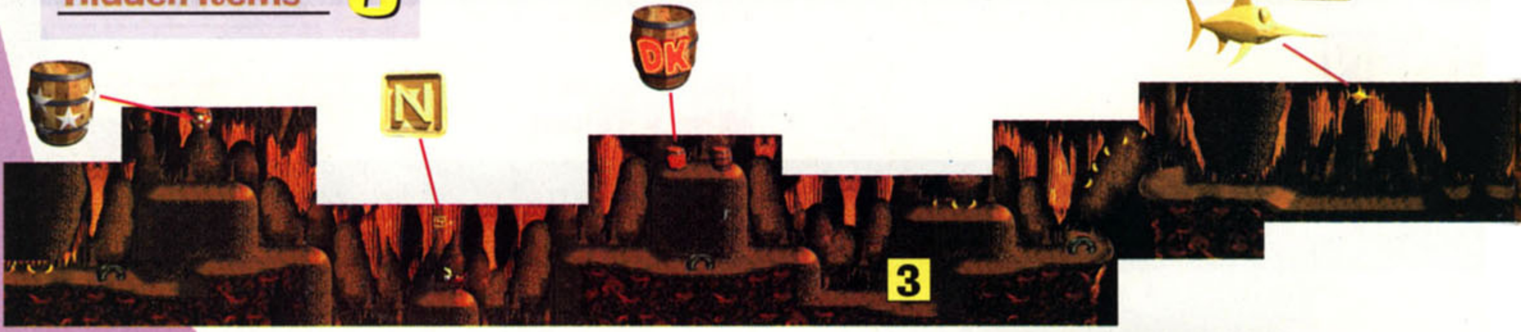

DK
O
1
N
Hidden Item
Winky Token
2
Hidden Item
Tire
G
Exit
3
EXIT

Reptile Rumble

Donkey Kong and Diddy's first excursion into the caverns of the island takes them through Reptile Rumble. Here, the duo will come across some new enemies. Slippas, the snakes, will slither right up to you and try to bite you. Zingers, the buzzing bees, hover about toward the end of the stage. You don't want to mess with them. Your main goal in this stage, besides getting to the Exit, is to locate three Bonus Areas.

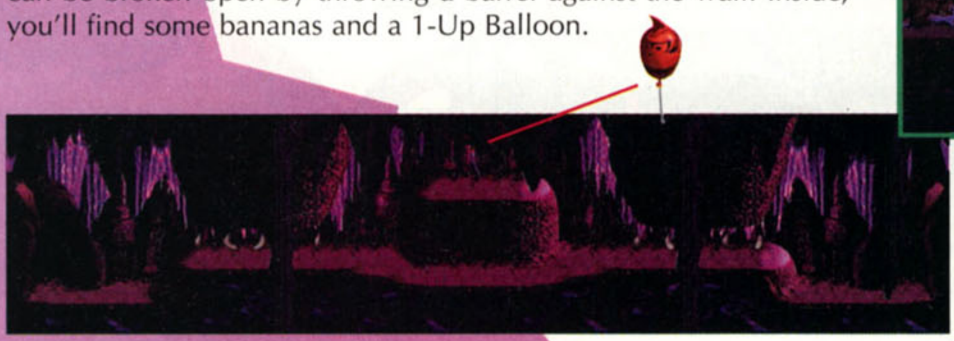
Bonus Areas	3
#-Up Balloons	1
Hidden Items	0

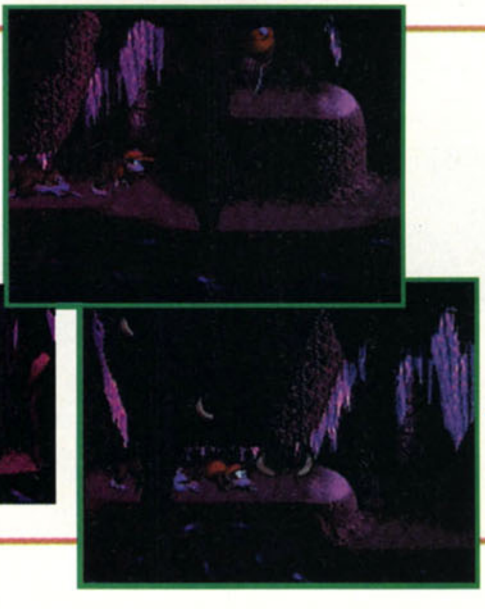




1 Bonus Area

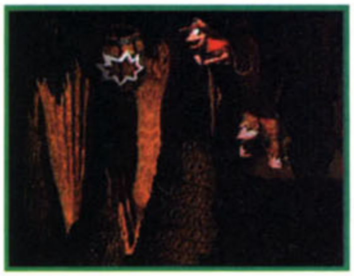
Just to the right of the Golden Letter K, the entrance to a Bonus Area can be broken open by throwing a barrel against the wall. Inside, you'll find some bananas and a 1-Up Balloon.

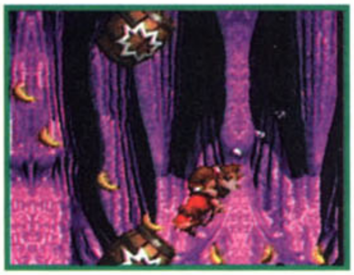




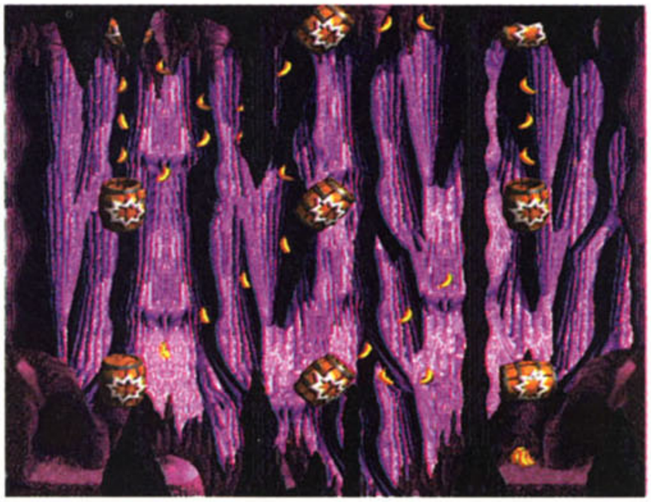
Reptile Rumble

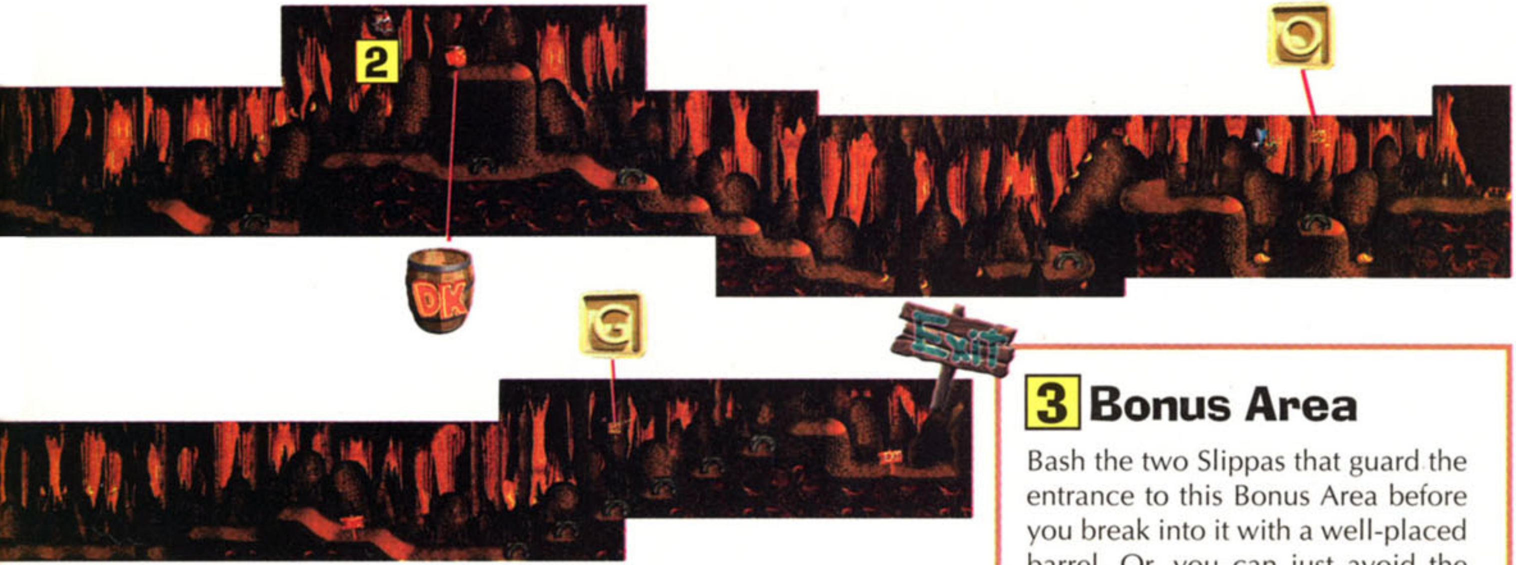
2 Bonus Area





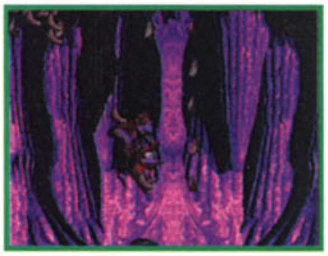
A series of nine Barrel Cannons will have you zooming around this room so fast, you'll probably get dizzy! All you have to do is jump into the first Barrel Cannon and let the other barrels do the rest. You'll score a slew of bananas along the way.

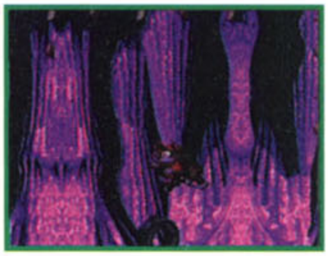


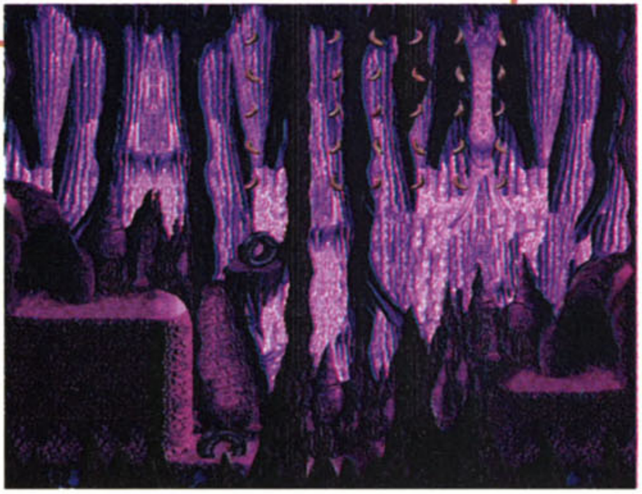


3 Bonus Area

Bash the two Slippas that guard the entrance to this Bonus Area before you break into it with a well-placed barrel. Or, you can just avoid the slithering foes by jumping over them. Collect a load of bananas inside.



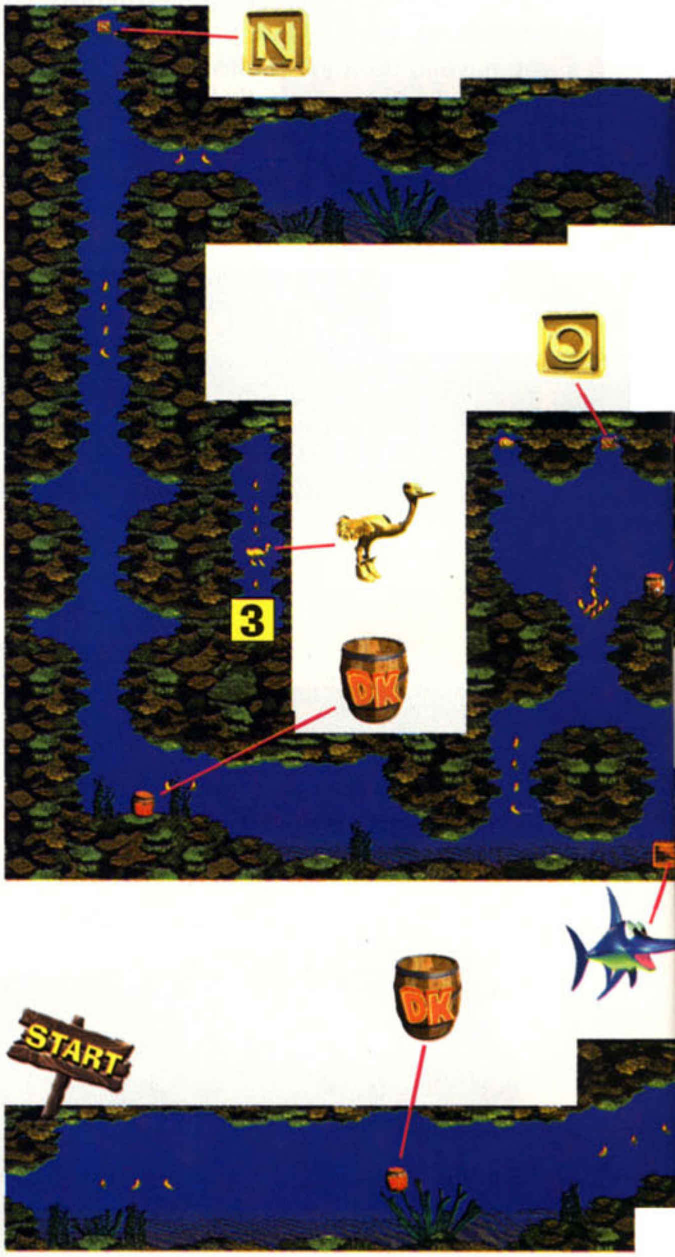




Coral Capers

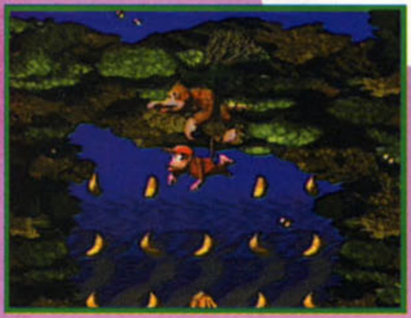
You are entering the calm, relaxing world under the water. The music that goes along with Coral Capers may be relaxing, but swimming around with numerous enemies who want to bite you isn't relaxing in the least! Introduce yourself to Enguarde here! Being able to ride Enguarde is a tremendous help in the underwater stages. He provides an extra "hit."

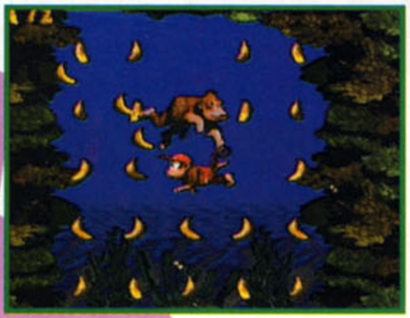
Bonus Areas	0
#-Up Balloons	1
Hidden Items	0



1 Banana Cove

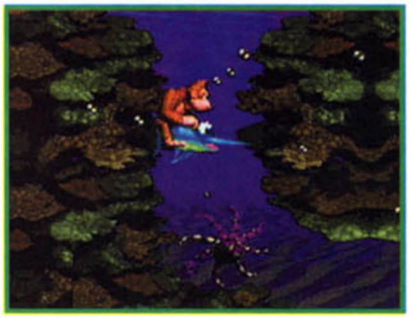
This banana-filled section is easy to miss because not only is the entrance not at all obvious, there's a Croctopus chasing you around a reef! Follow the Croctopus clockwise around the reef and search the bottom for an opening. Proceed with caution while watching out for the Croctopus again when you leave the section.

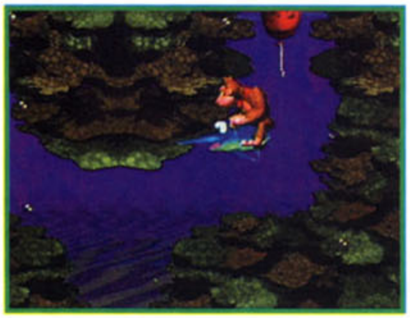


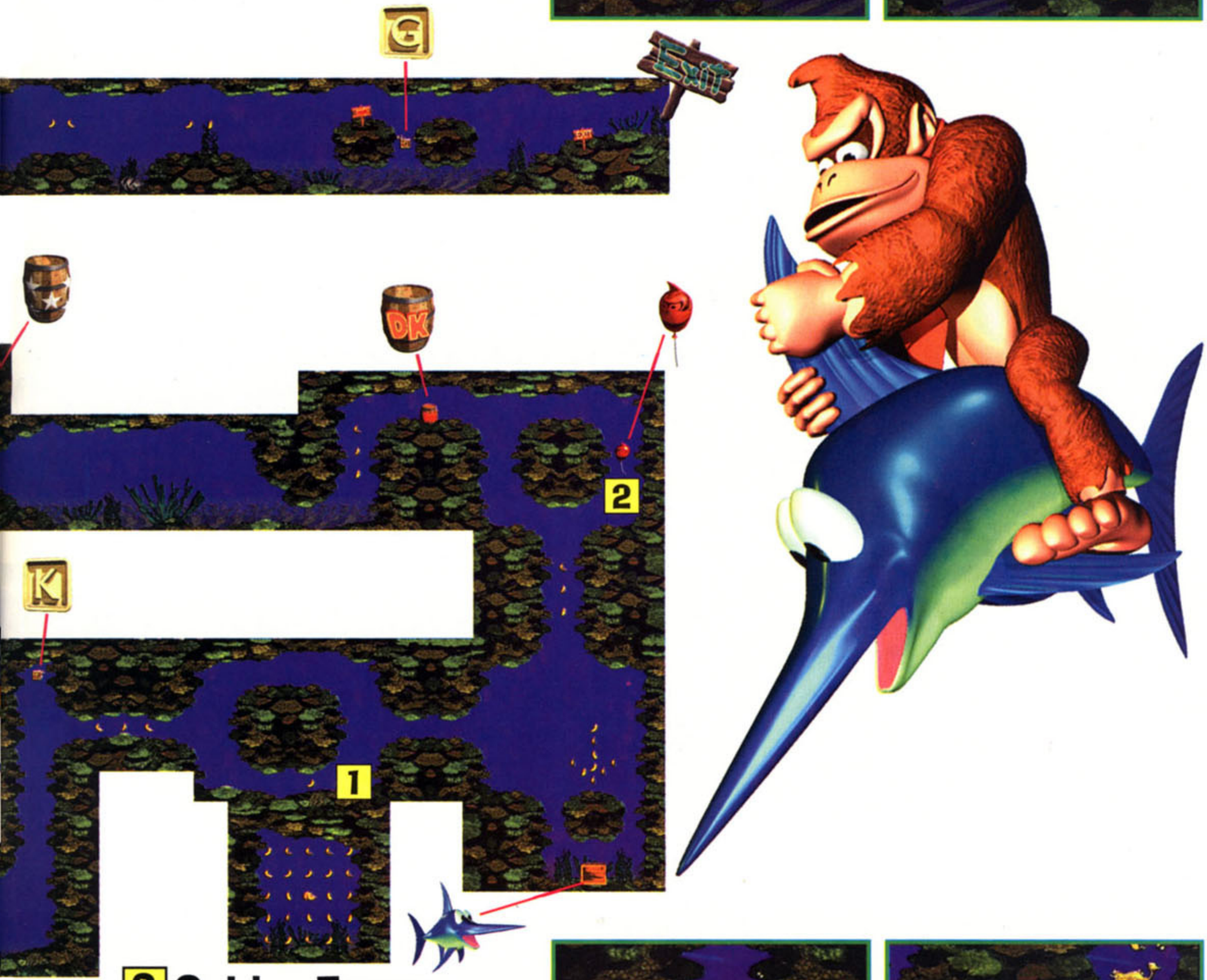


2 Get the 1-Up

If you're riding Enguarde, this 1-Up Balloon is easy to get. Go immediately to the right when you enter this section to snag the 1-Up Balloon and then high-tail it back the other way because a Croctopus will be coming around the corner to get you!

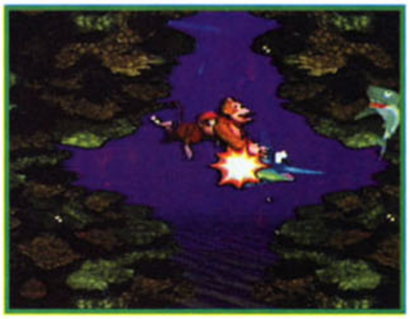


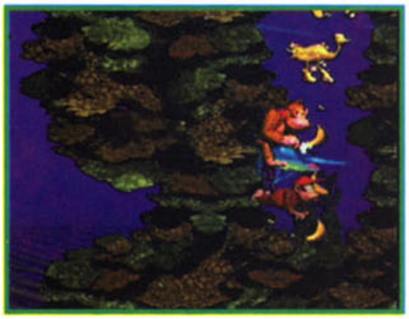




3 Golden Expresso

Just to the right of where the first Chomps is patrolling in the vertical water shaft is the entrance to a secret side section. Enter the section and move upwards to collect some bananas and a Golden Expresso Token.

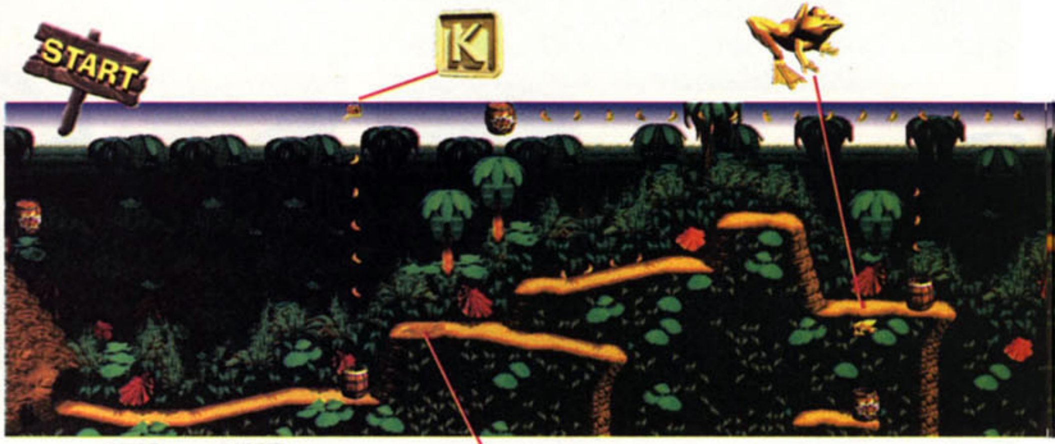
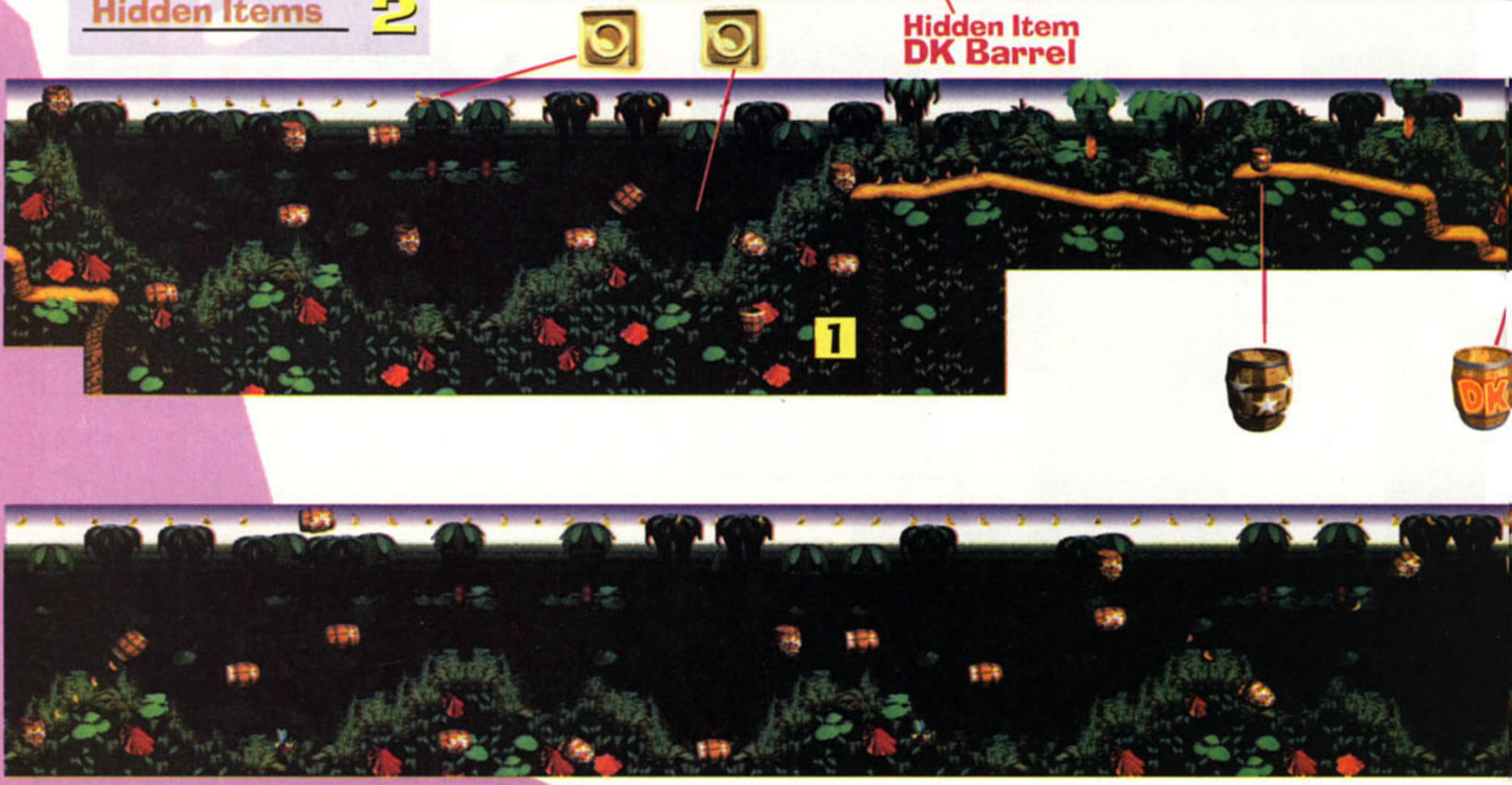




Barrel Cannon Canyon

There's a lot of jumping, bashing and barrel-blasting going on here! Look for alternate travel routes. For example, when the stage begins, jump up to the left and jump into the Barrel Cannon. You can make it through the first third of this stage in just a matter of seconds! However, you should always go back and play through each stage every way possible to make sure you've found everything.

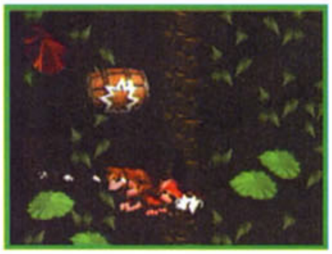
Bonus Areas	2
#-Up Balloons	2
Hidden Items	2

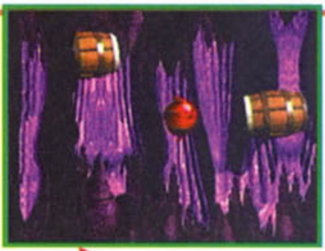



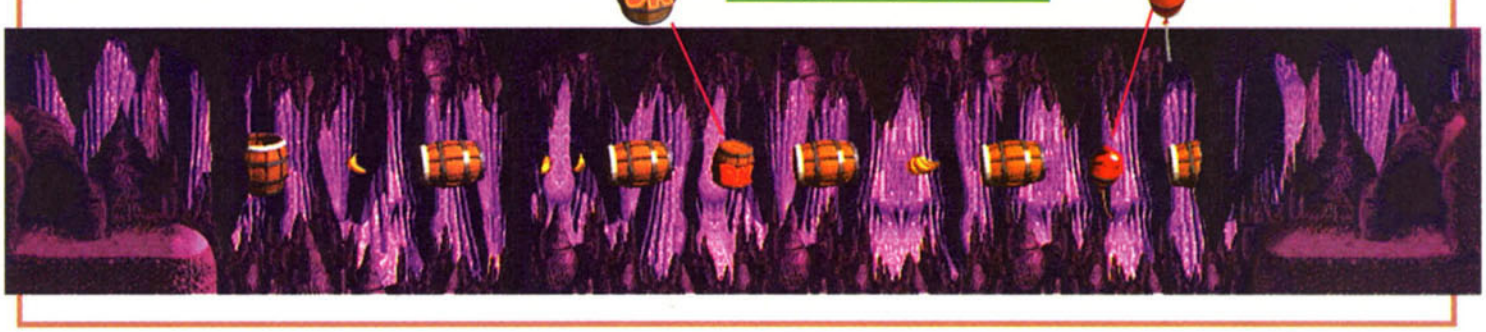
Barrel Cannon Canyon

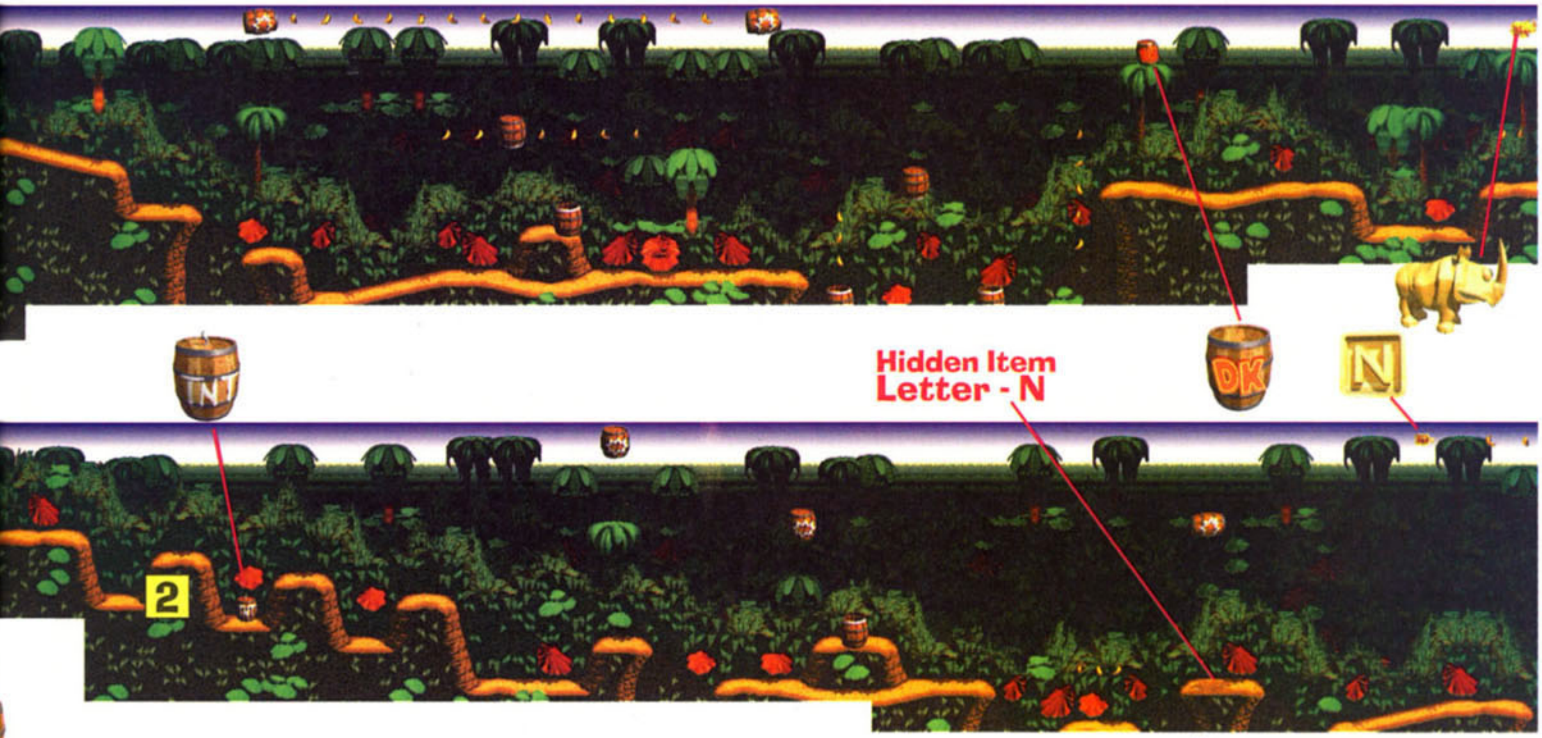
1 Bonus Area

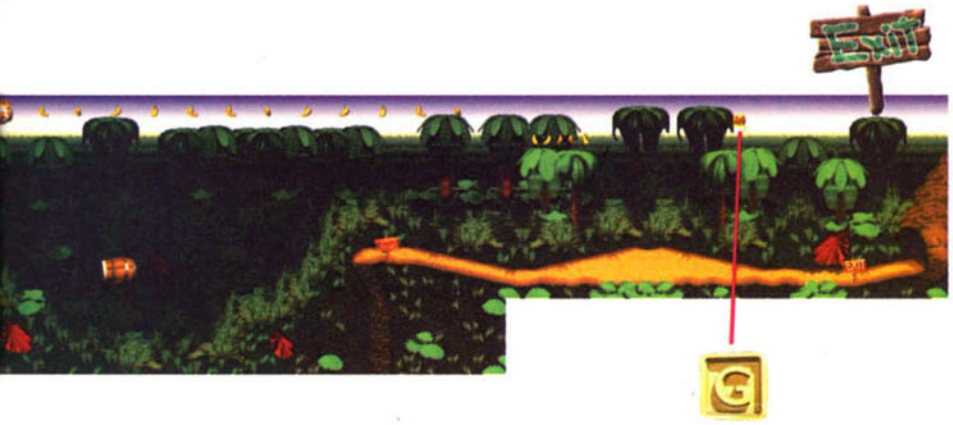
This is an often-missed Bonus Area. Instead of shooting out into the last Barrel Cannon in the series of barrels, shoot straight into the wall. You'll bust open the entrance to the Bonus Area!





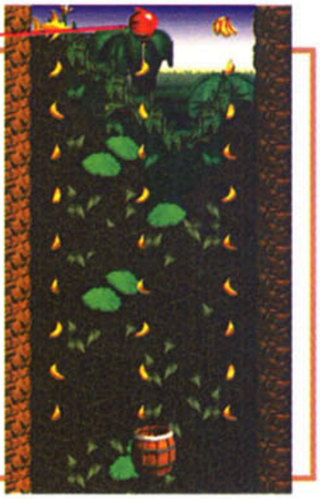






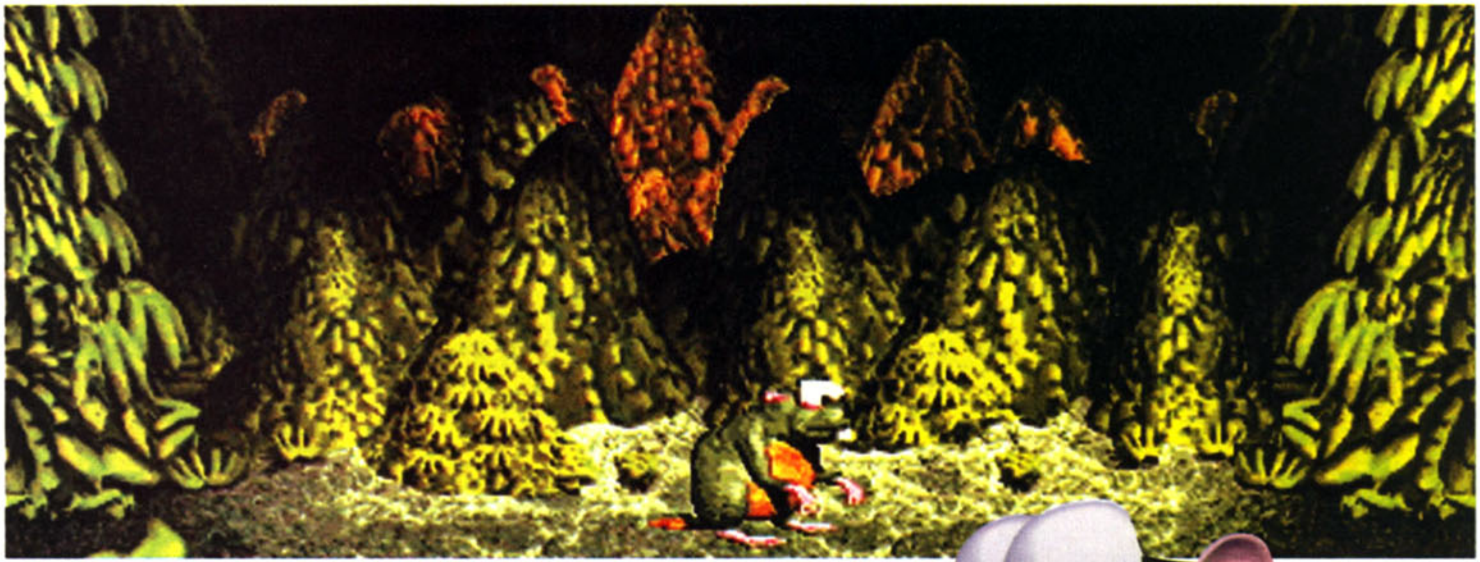
2 Bonus Area

Avoid the jumping Kritter and toss a barrel into this wall to open up the second Bonus Area in this stage. Earn a 1-Up here!

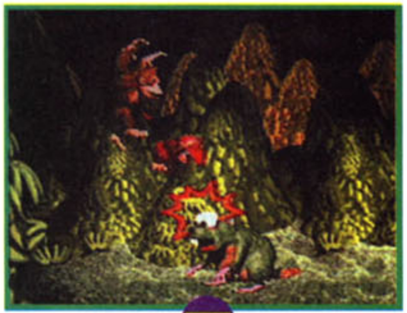


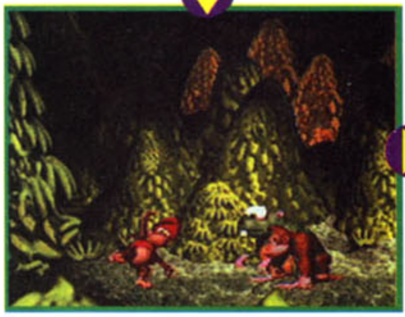
Very Gnawty's Lair

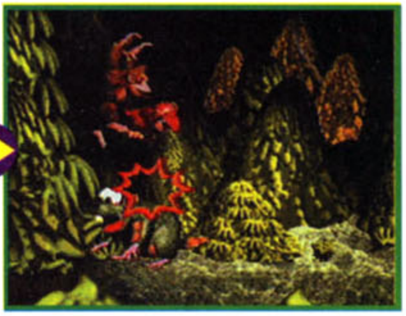
Could this be the location where the Kremlings have stashed Donkey Kong's banana hoard? Well, yes and no. King K. Rool has appointed some tough customers to guard portions of Donkey Kong's hoard while he figures out what to do with all of the bananas. Very Gnawty is the first baddie boss that you'll knock heads with in the game. Knocking heads is very appropriate because that's what you want to do to him...knock him on his head!



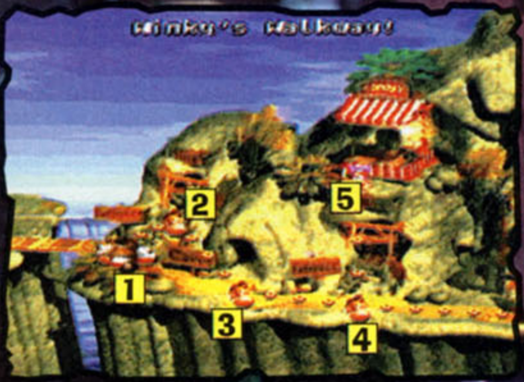
Don't worry if you're going it alone as Donkey Kong or Diddy when you enter Very Gnawty's Lair. There will be a DK Barrel just inside the cave entrance. It will take five hits on Very Gnawty's head to get him to give up the bananas. He'll jump and move a little faster after each successive hit, but it's not too difficult to put him down for the count.

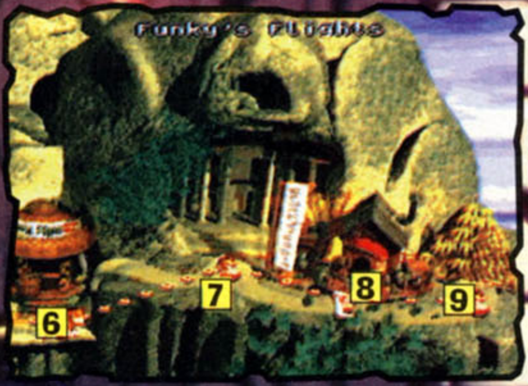






MONKEY MINES


Winky's Walkway
1
2
3
4
5

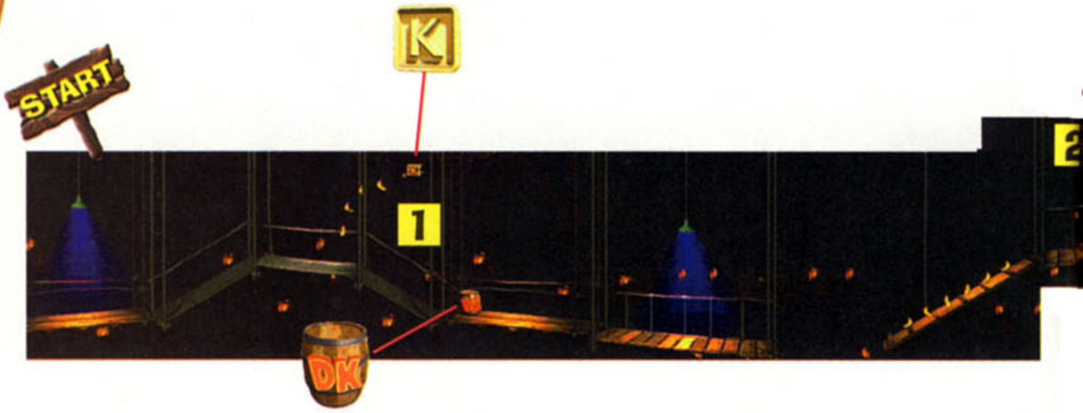

Funky's Flights
6
7
8
9

1. Winky's Walkway
2. Mine Cart Carnage
3. Bouncy Bonanza
4. Stop & Go Station
5. Candy's Save Point
6. Funky's Flights
7. Millstone Mayhem
8. Cranky's Cabin
9. Necky's Nuts

Winky's Walkway

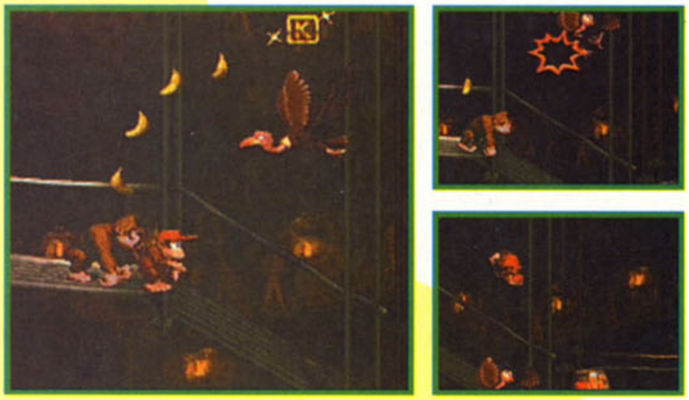
Crossing a bridge and arriving at the Monkey Mines region of the island, Donkey Kong and Diddy are confronted with burned out mines, rickety scaffolding and other cavernous zones. Winky will be instrumental in helping you collect all of the bananas in this stage. Some of them are just too high for you to reach without some help. Winky's Walkway is a bit odd because it only has one Bonus Area and the entrance to that area is not hidden. You don't even need Winky's help to get into it.

Bonus Areas	1
#-Up Balloons	0
Hidden Items	0



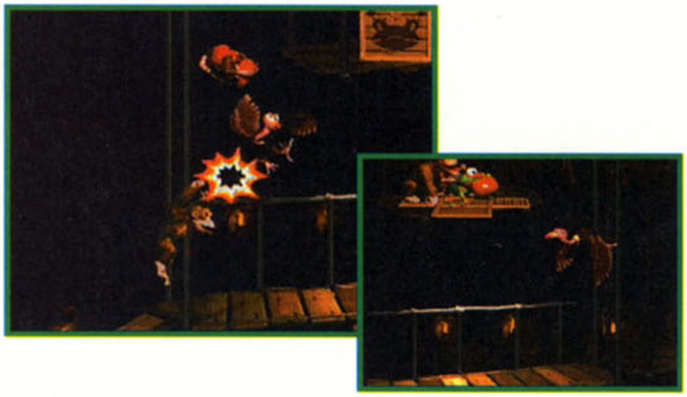
1 Get the K

When you start this stage off, don't begin by sprinting as fast as you can to the right. There is a Kritter on the first incline just waiting to nail an unsuspecting ape. Honestly, snagging the Golden Letter K here is not difficult. We just wanted to point out the fact that you can and should use enemies to your advantage. This example illustrates the point that you can bounce off of an enemy to gain more altitude on a jump.



2 Winky's Waiting

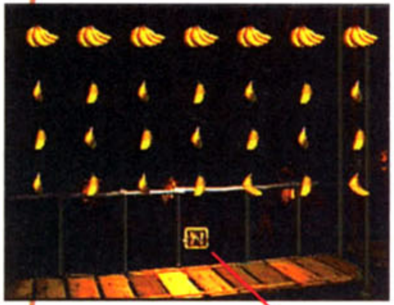
Like we just mentioned, using an enemy as a "stepping stone" to lift you higher than you could normally jump is an important technique to put into practice. Here again, it comes into play. Bounce off of Necky to reach the platform where the crate containing Winky sits. Bust open the crate and hop on Winky's back. Continue on to the right while collecting bananas and bashing any and all enemies that get in your way.

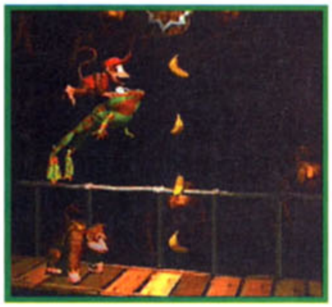


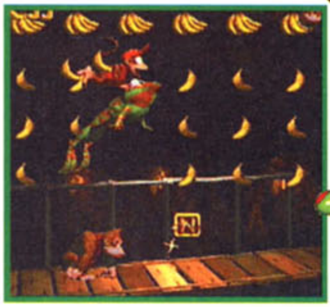
Winky's Walkway

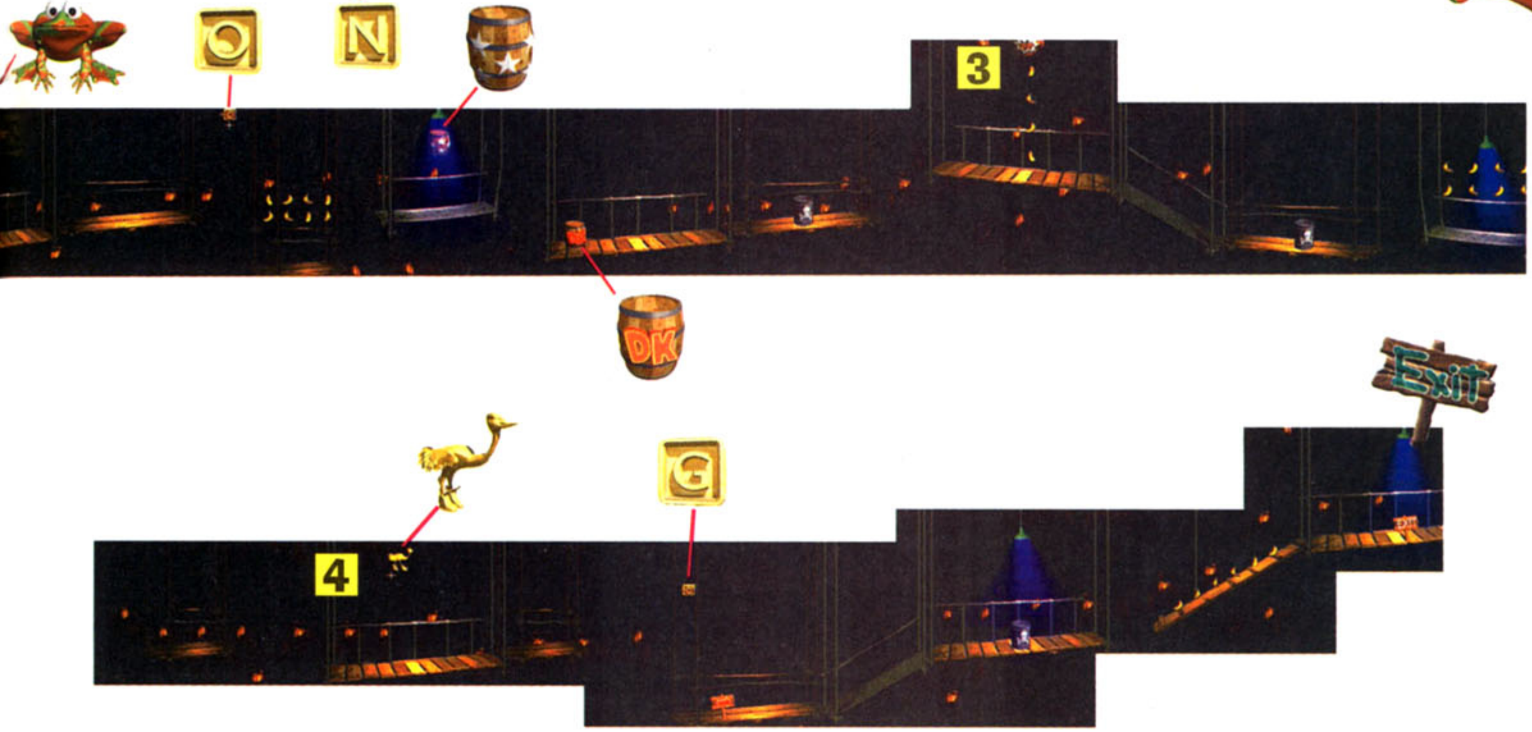
3 Bonus Area

You will probably be riding Winky when you arrive at this area. Winky can jump right up to the Blast Barrel without having to bounce off of Necky. However, if you don't have Winky along with you, you'll have to do the Necky ricochet. It's best to have Winky along in this Bonus Area because, without his help, you won't be able to reach the top row of bananas. That would be a shame. That's where all of the *big* bunches are located.



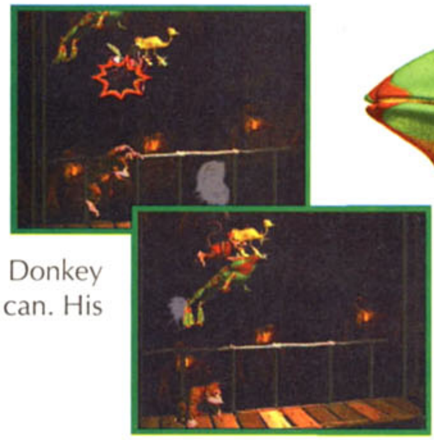






4 Expresso Token

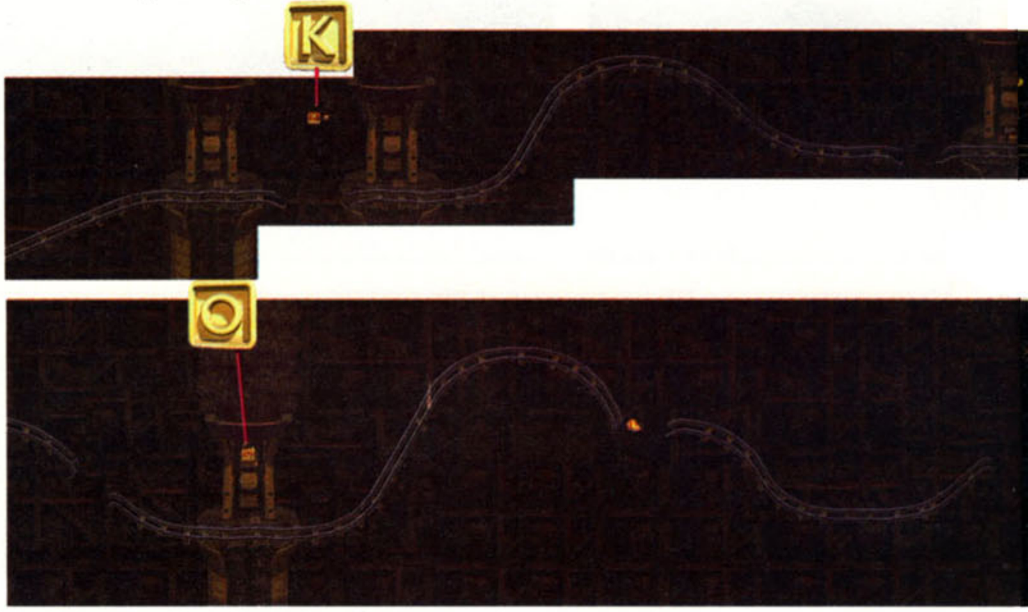
A Zinger is patrolling the Golden Expresso Token. Getting the token with Winky is no problem because Winky can take out the Zinger. Diddy can't get the token, but with a great effort, Donkey Kong can reach it! Remember, Donkey Kong can *reach* a bit higher than Diddy can. His body "stretches" farther.

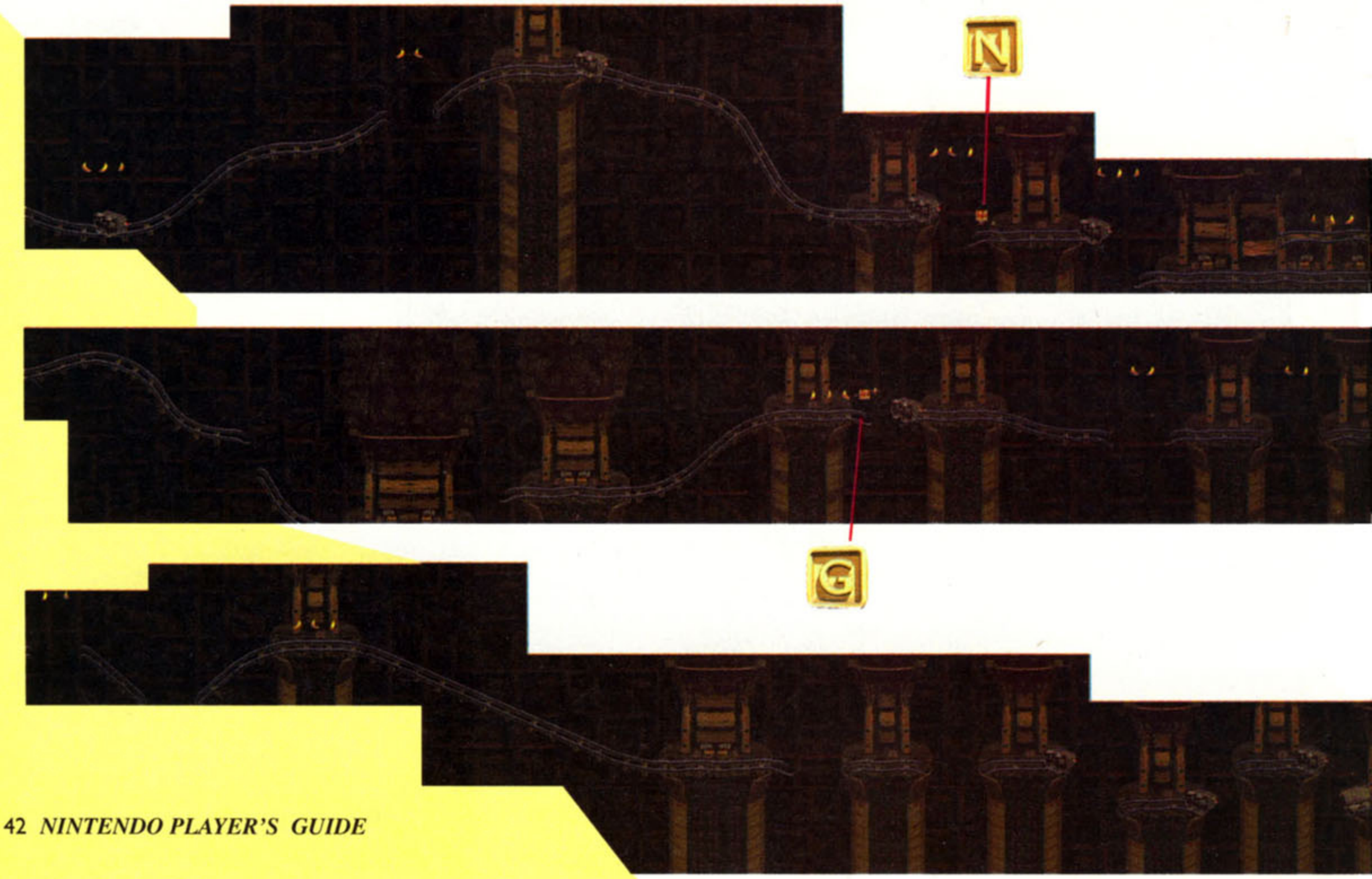


Mine Cart Carnage

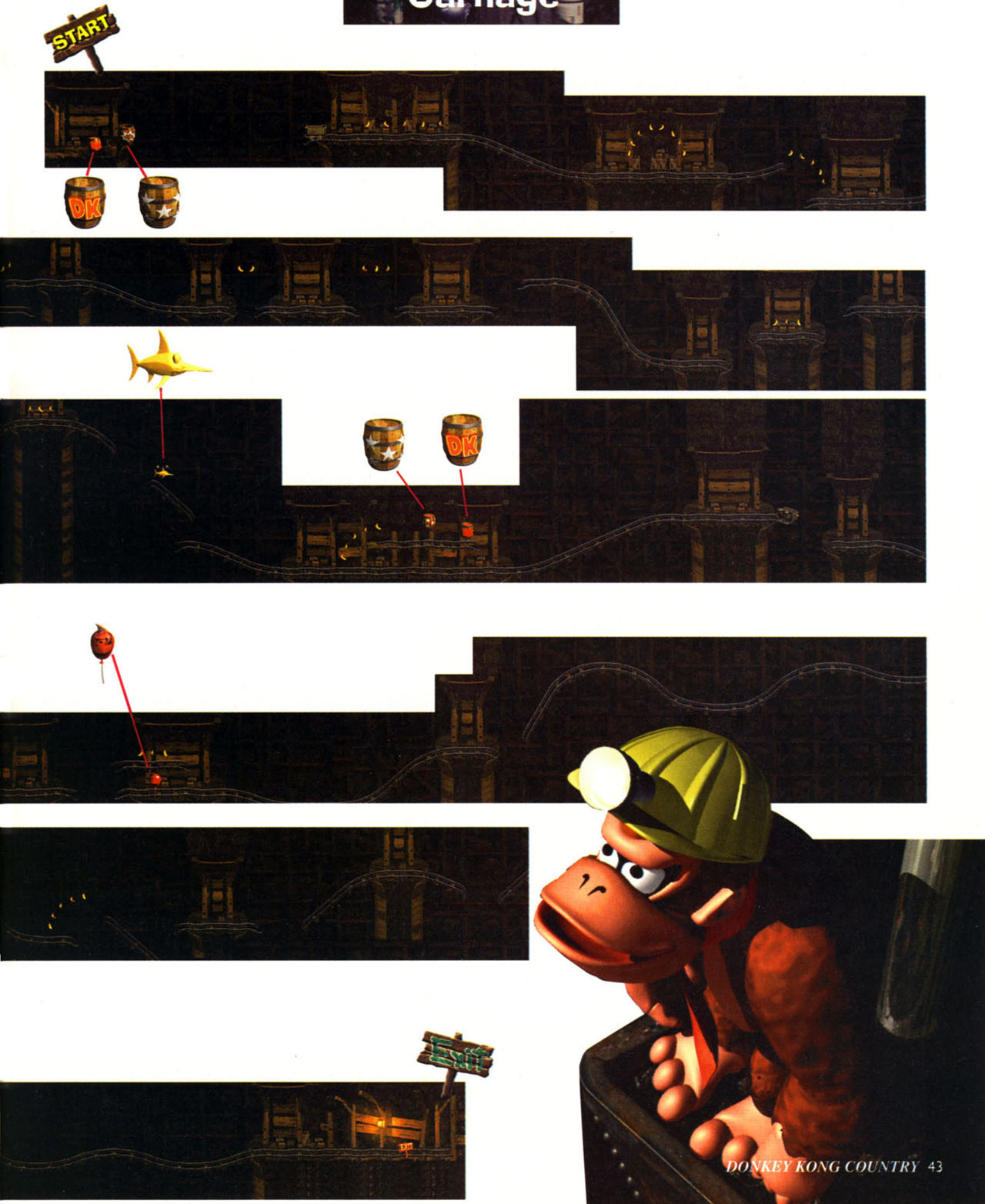
Ride the rails and watch your jumps—the timing changes depending upon your speed and situation. There are plenty of Krashes riding the rails toward you. There is also a deep, dark secret in this mine shaft, but only the most intrepid explorers will find it.

Bonus Areas	0
#-Up Balloons	1
Hidden Items	0

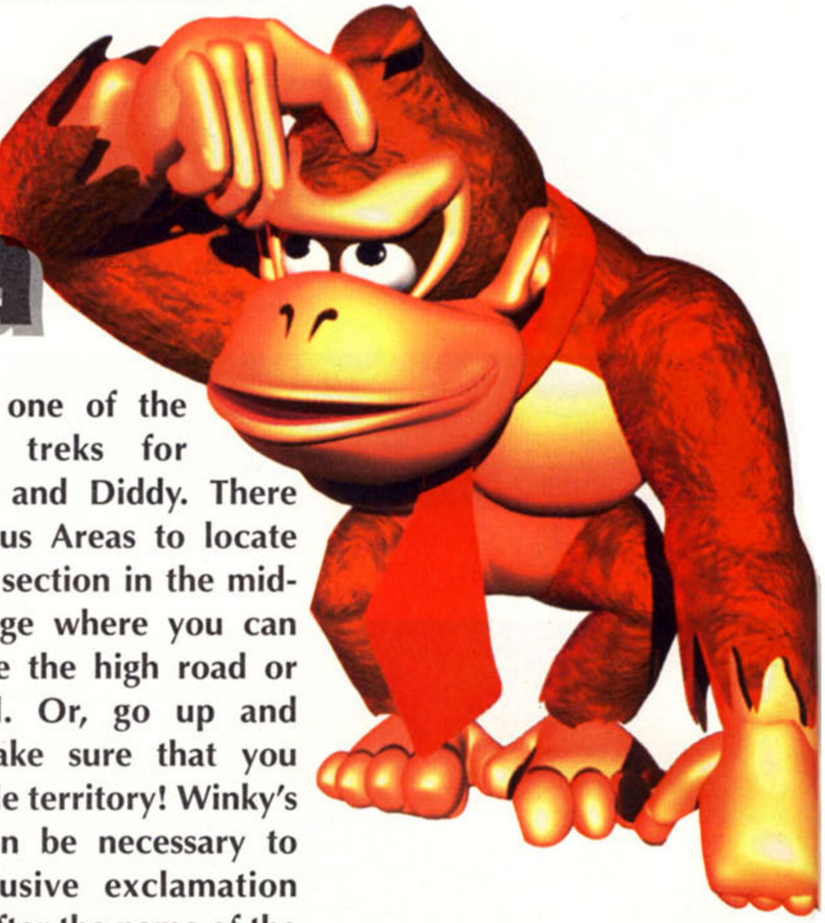




Mine Cart Carnage

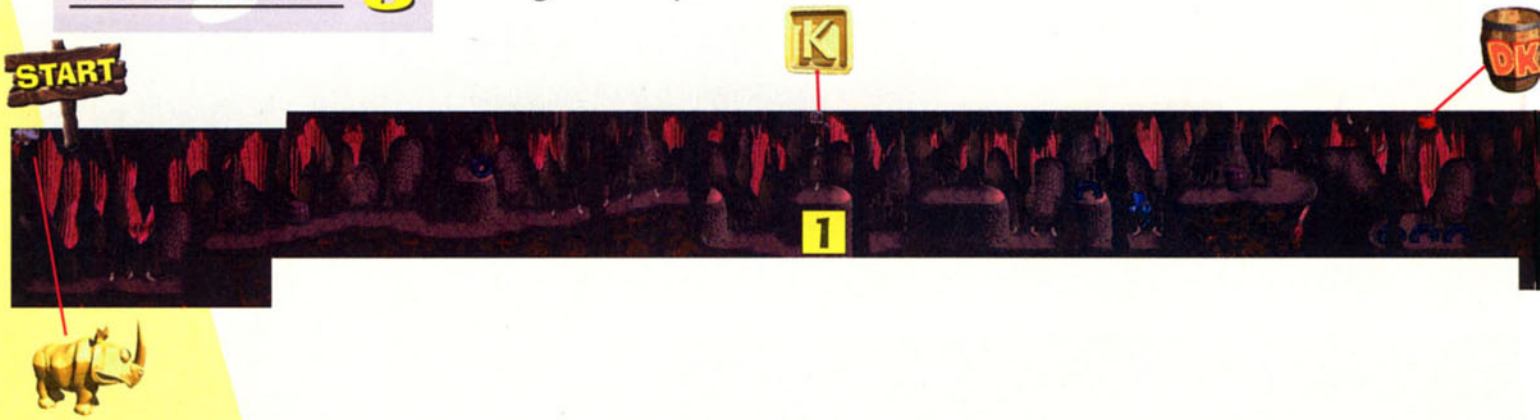

START
DK
DK
Exit
EXIT

Bouncy Bonanza



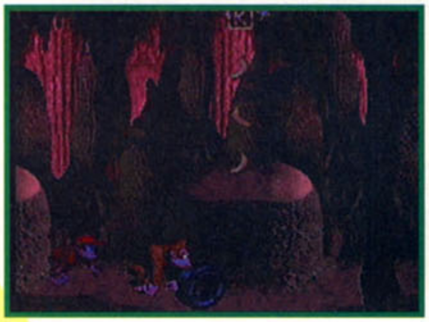
This stage is one of the longer cave treks for Donkey Kong and Diddy. There are three Bonus Areas to locate and there is a section in the middle of the stage where you can choose to take the high road or the low road. Or, go up and around to make sure that you cover the whole territory! Winky's help will again be necessary to make that elusive exclamation point appear after the name of the stage when you clear it.

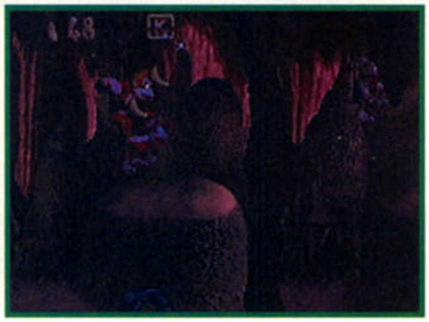
Bonus Areas	3
#-Up Balloons	1
Hidden Items	3



1 K Plus More!

Besides the Golden Letter K and the obvious bananas to gather in this section of the stage, there is a bunch of hidden bananas buried in the rocky outcropping directly underneath the K. Make Donkey Kong slap the ground by pressing Down and Y, and out will pop the banana bunch.

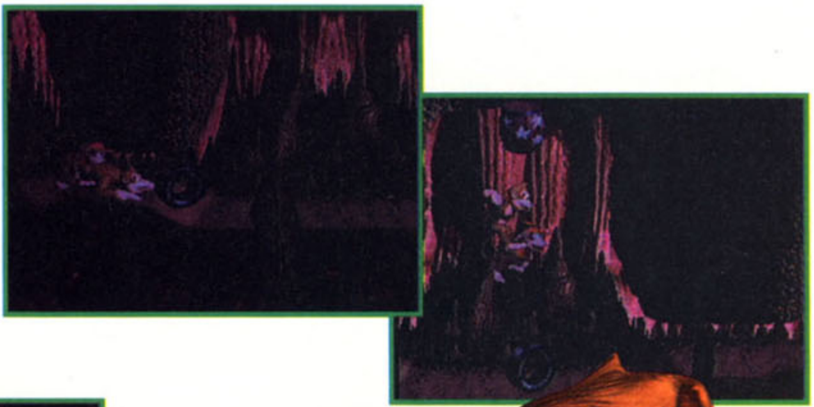


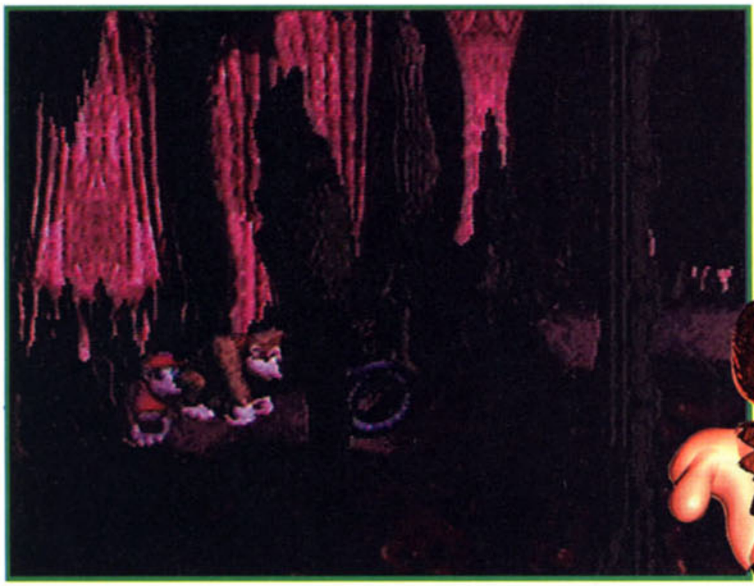


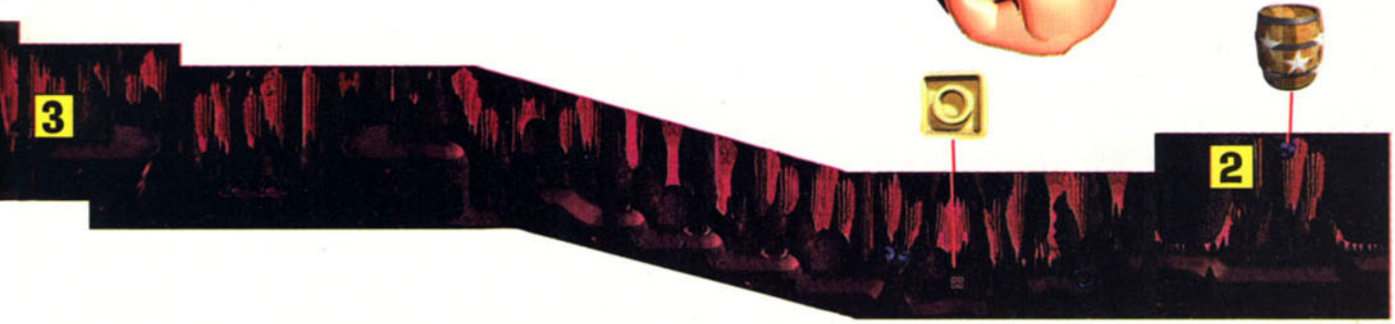
Bouncy Bonanza

2 The Continue Barrel

The tire that appears just after the Golden Letter O can be pushed. Bump it so it rolls along to the right and slowly squeeze under the rocky outcropping. Use the tire to bounce up high enough to break the Continue Barrel at the mid-point of the stage. Continue to push the tire over to the right. You'll need it for another important task.



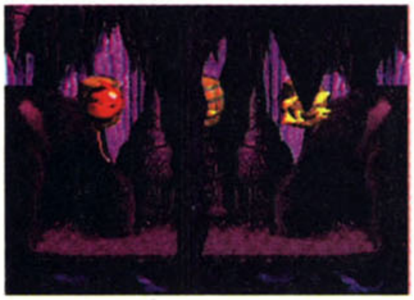


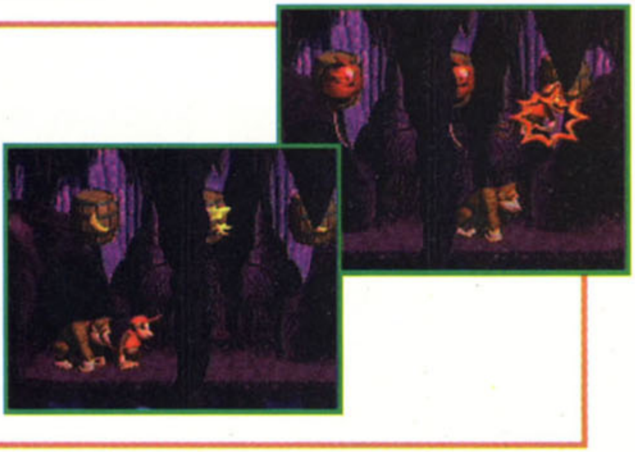


TO
A
PG. 46

3 Bonus Area

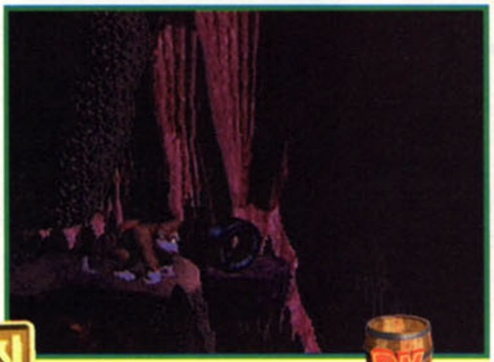
Grab a barrel before getting to this section, but don't hit either of the Zingers here. Drop down and smash the barrel into the wall to open up a Bonus Area. Inside, you can play a game to earn the prize of your choice.

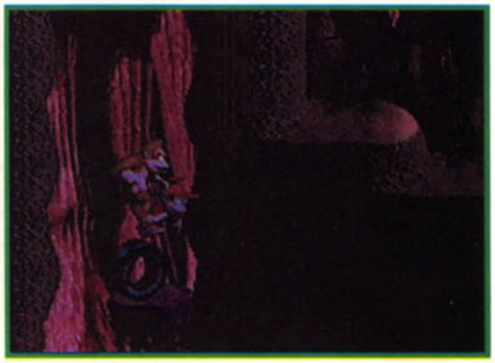


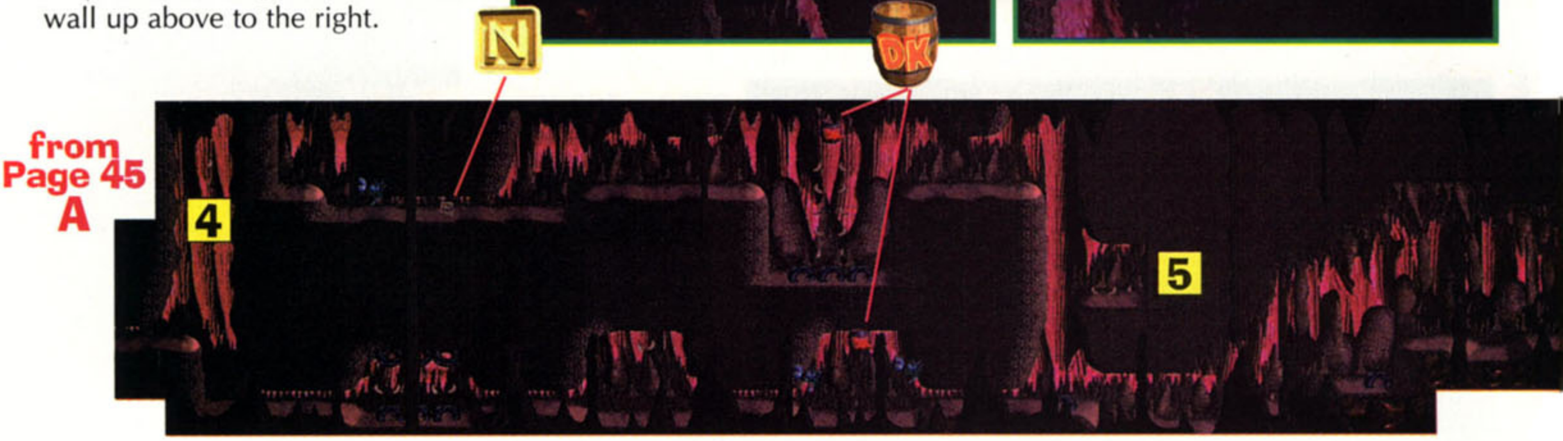


4 Bounce Up

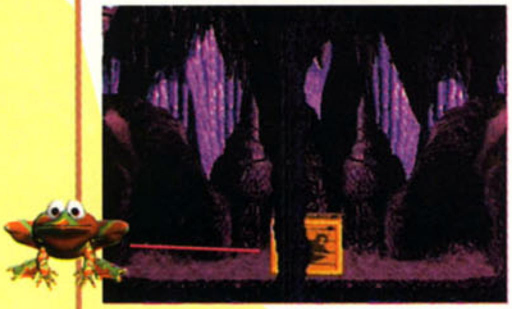
Carefully roll the tire that you used previously onto the vertically-moving rock ledge then get on the ledge yourself. Again, use the rubbery qualities of the tire to bounce you up to the upper route through this section of the stage. There is a fake wall up above to the right.







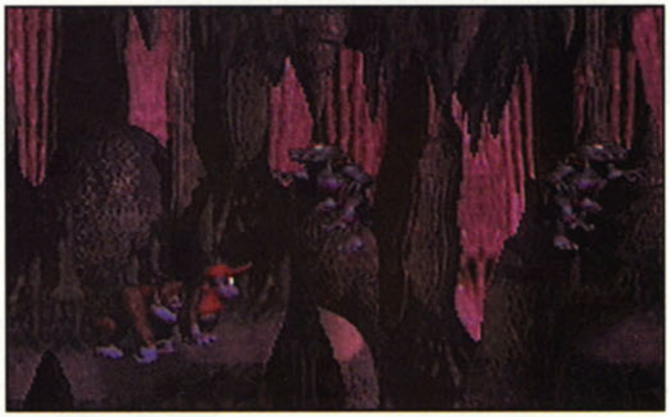
5 Bonus Area/Get Winky



Once again, the powerful frog legs that Winky possesses will be called into duty if you enter this room and break him out of his crate. If for some reason, you lose him when you exit the room, you can always double back to enter the room again. He'll be waiting back in his crate, where any good frog should be. The goodies never seem to be too upset about having to be confined to crates all of the time. They're good sports about it.

6 Kritter Duo

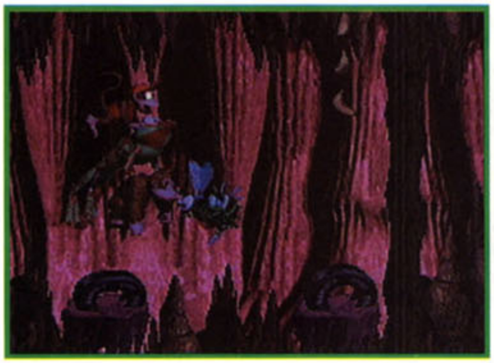
The two Kritters here jump back and forth and make a criss-crossing pattern. Like double-dutch rope skipping, time your entry move when you go to jump on the first one. When you hit the first one, move into position so you bash the second one while you're still in midair.

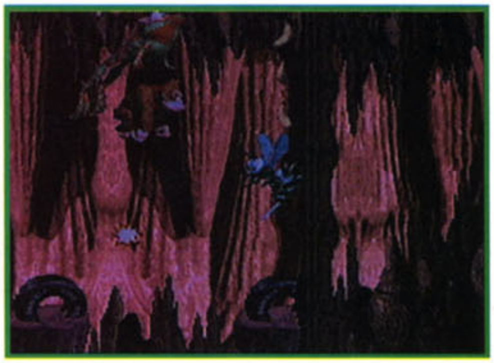


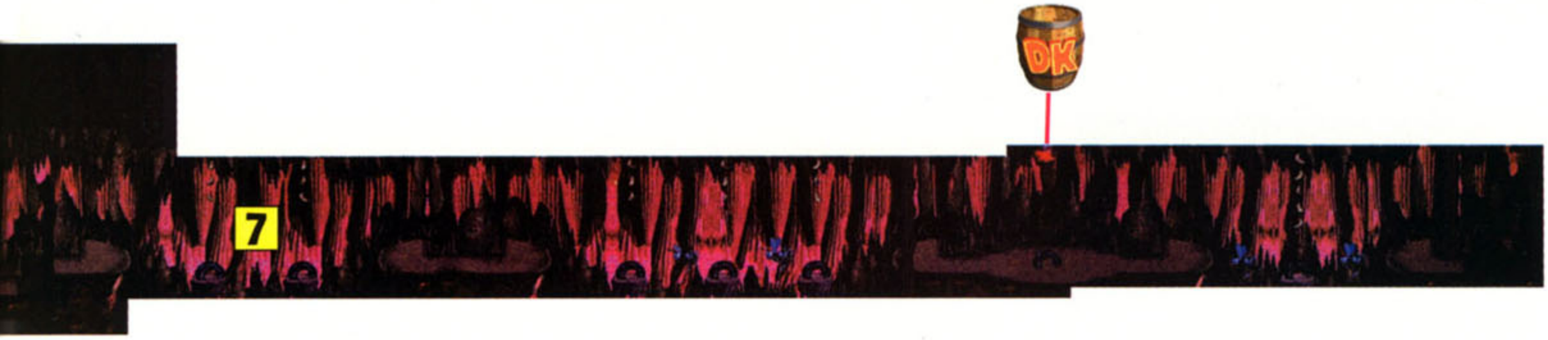
Bouncy Bonanza

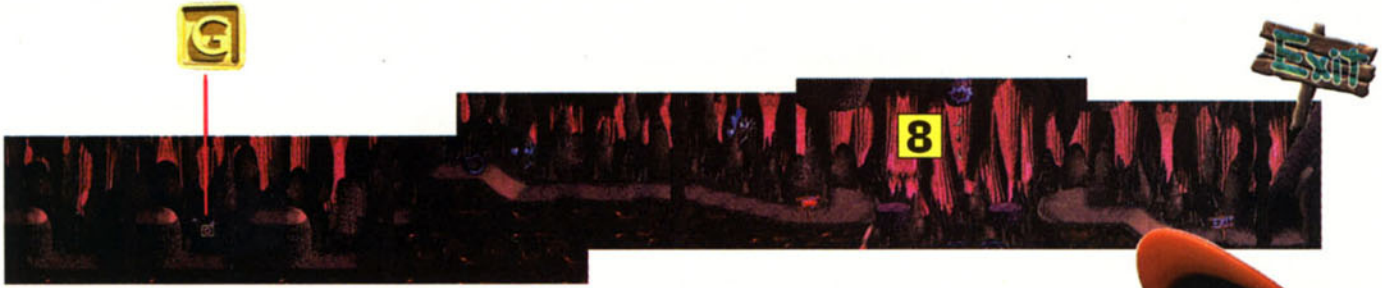
7 Single Zinger

You'd better get used to the notion of having to jump on tires in order to bounce over moving Zingers. It's important to remember that you don't always have to bounce really high off of the tires. Just stand on one and you'll only bounce slightly.



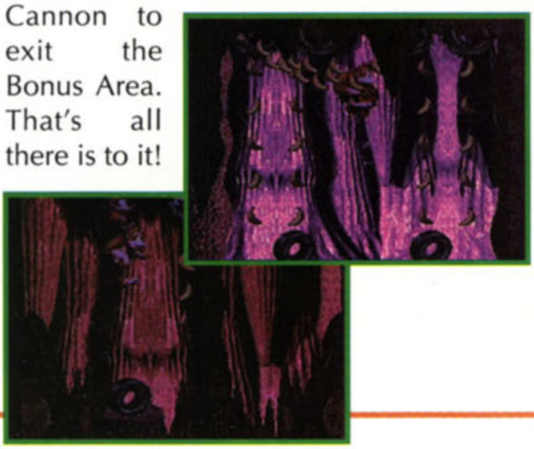


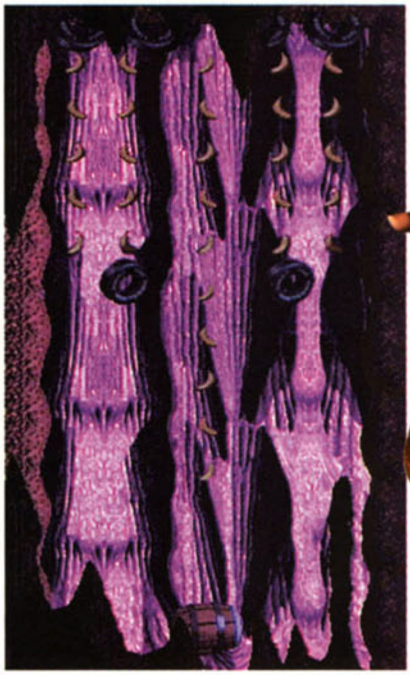




8 Bonus Area

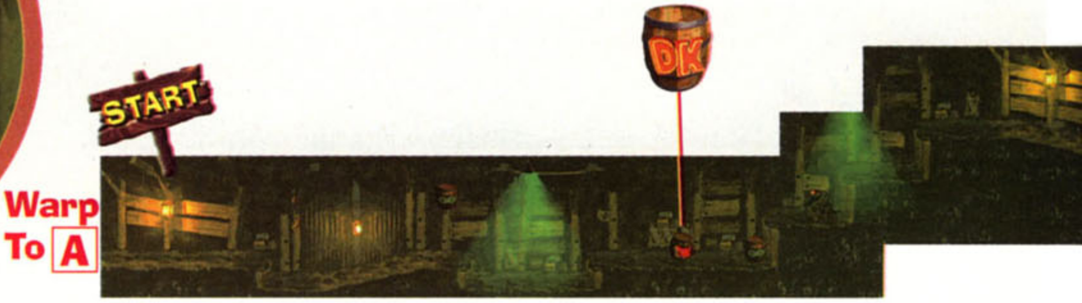
If you don't have Winky, you'll have to roll a tire onto the moving rock ledge and then bounce off of that tire to boost you up and into the elevated Barrel Cannon. In the Bonus Area, bounce off of the tires and collect all of the bananas. Fall down past the Barrel Cannon to exit the Bonus Area. That's all there is to it!



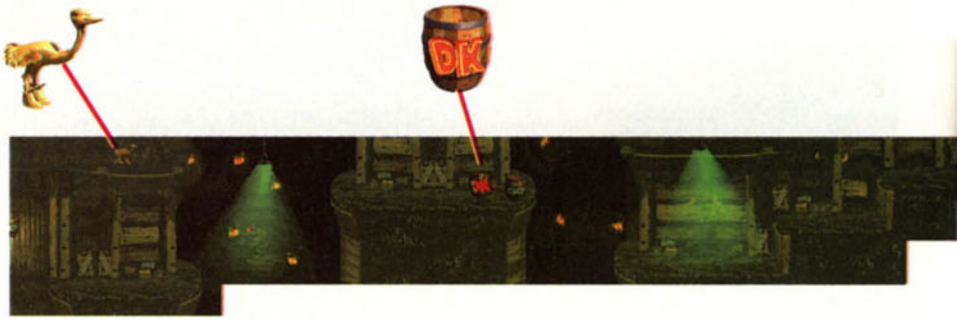


Stop & Go Station

This fast-paced stage is full of terror. Terror in the form of RockKrocs, that is! With their red glowing eyes and highly erratic movements, they are probably the most frightful creatures on the island! There's an easy way to calm them down, though. Just hit the Stop & Go Barrels so they read STOP. That tells the RockKrocs what to do. They're pretty stupid. Keep hitting the Stop & Go Barrels because they quickly change back to GO.

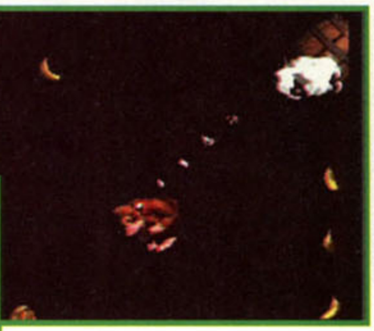


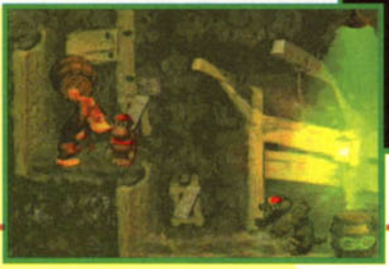
Bonus Areas	2
#-Up Balloons	0
Hidden Items	0

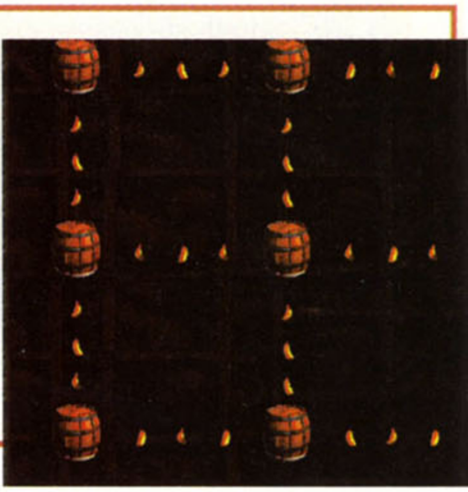


1 Bonus Area

Just after the Continue Barrel, grab the Regular Barrel and carry it to the right. Avoid landing on the first RockKroc while hitting the next Stop & Go Barrel. Smash the wall to the right of the second RockKroc in the section.



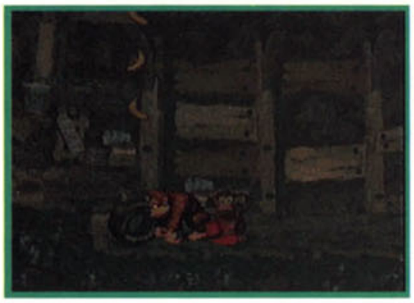


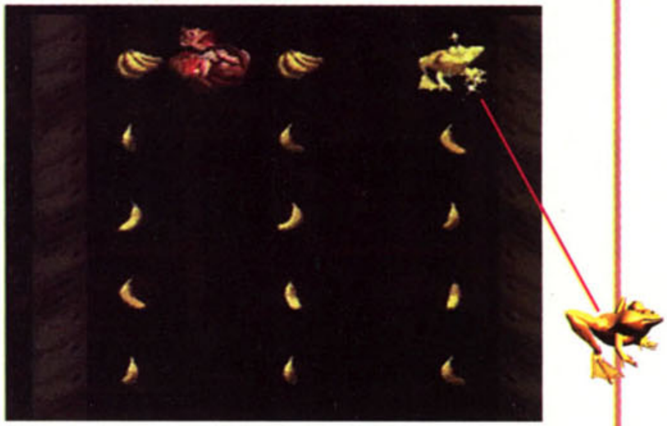


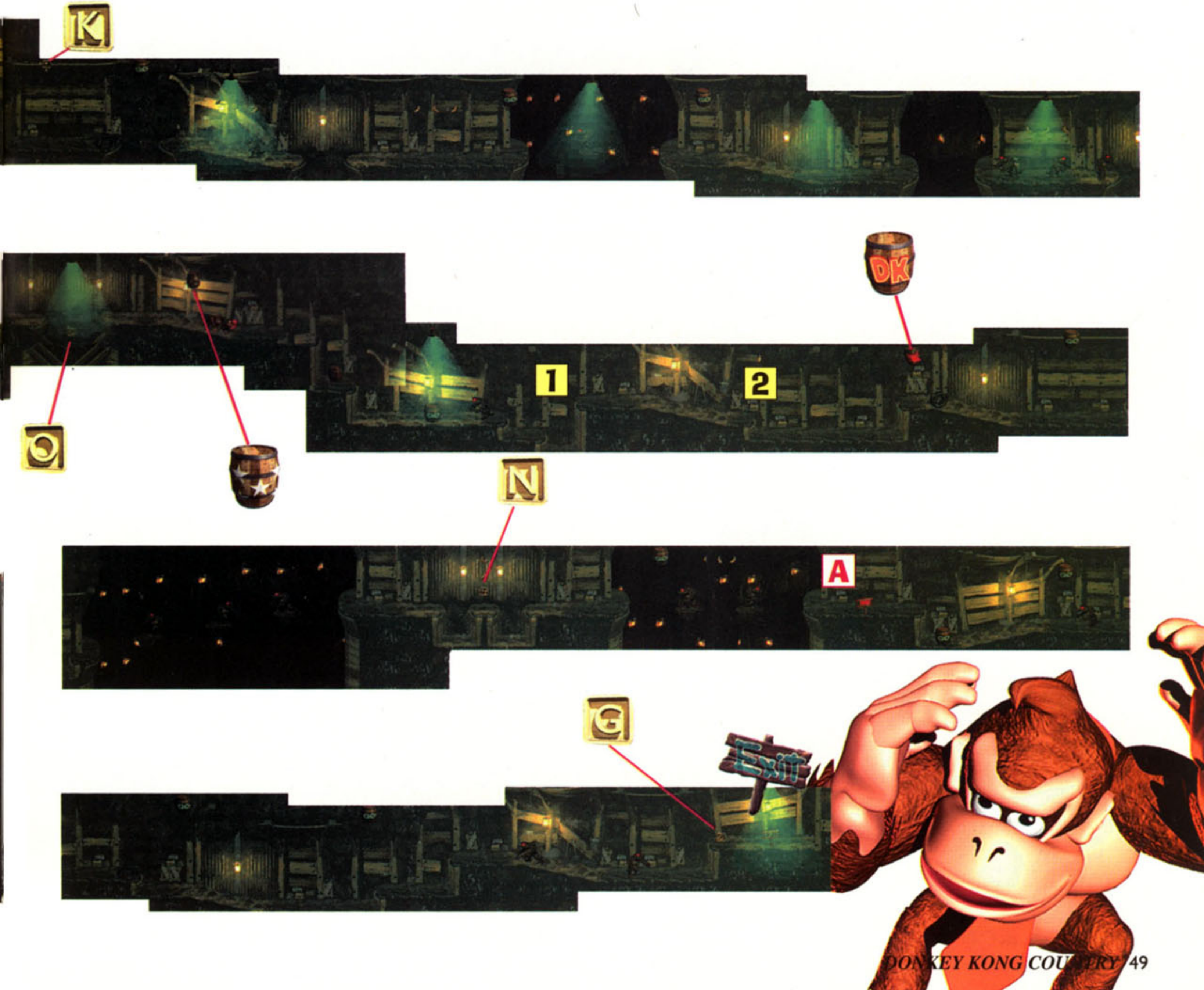
Stop & Go Station

2 Bonus Area

Push the tire that's located under the DK Barrel back to the left as far as you can. This will be the place where the three bananas were positioned in a vertical row. Jump straight up off of the tire and into a hidden Barrel Cannon. This is yet another often-missed Bonus Area in Donkey Kong Country.

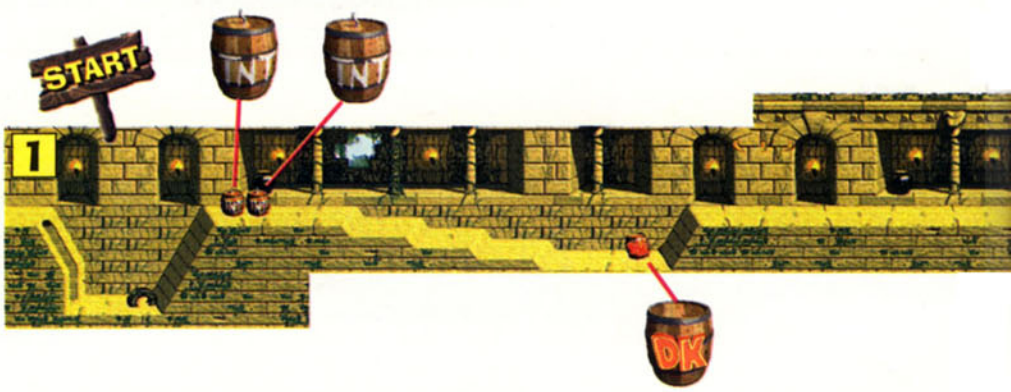




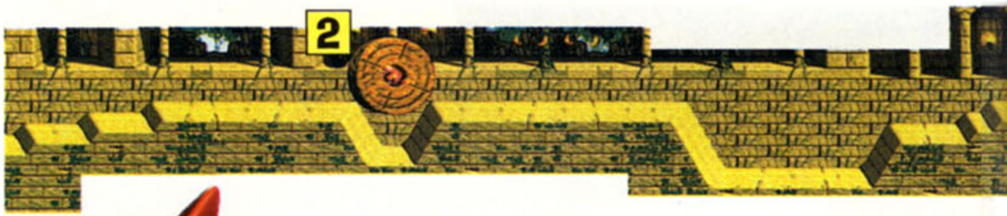


Millstone Mayhem

Welcome to the temples! This stage is named Millstone Mayhem because of the chaos that the giant rolling millstones can create. The millstones are driven by little Gnawtys and they will do their best not to let you pass. All of the Bonus Areas in this stage are located *before* the Continue Barrel. Don't waste your time searching for anything after passing the Continue Barrel.

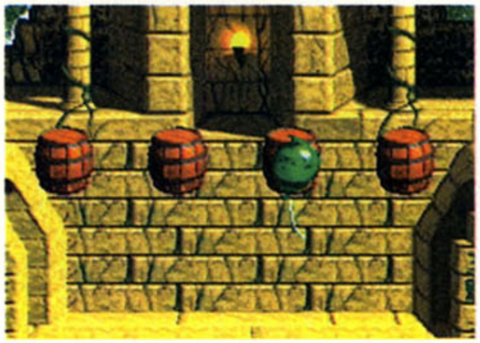


Bonus Areas	3
#-Up Balloons	1
Hidden Items	2



2 Bonus Area

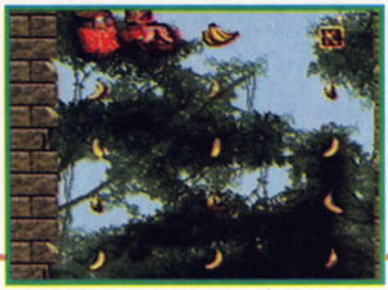
Find a barrel and bash it into the right incline in this gap to break open the entrance to a Bonus Area. Once inside, pay attention to where the green balloon ends up and you'll earn a 2-Up for your effort.

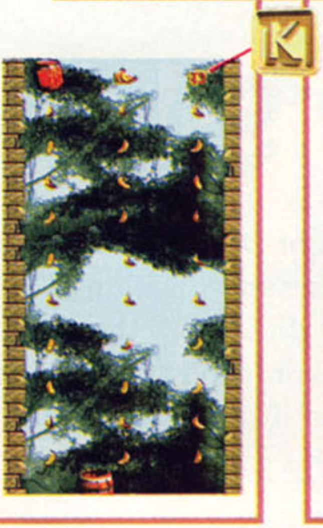


Millstone Mayhem

1 Bonus Area

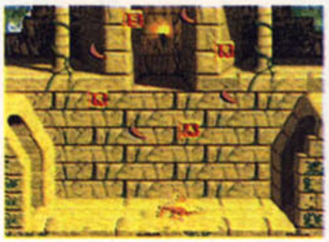
Upon entering the stage, bounce off of the tire and up to the left. There's a hidden Barrel Cannon that takes you to a Bonus Area.

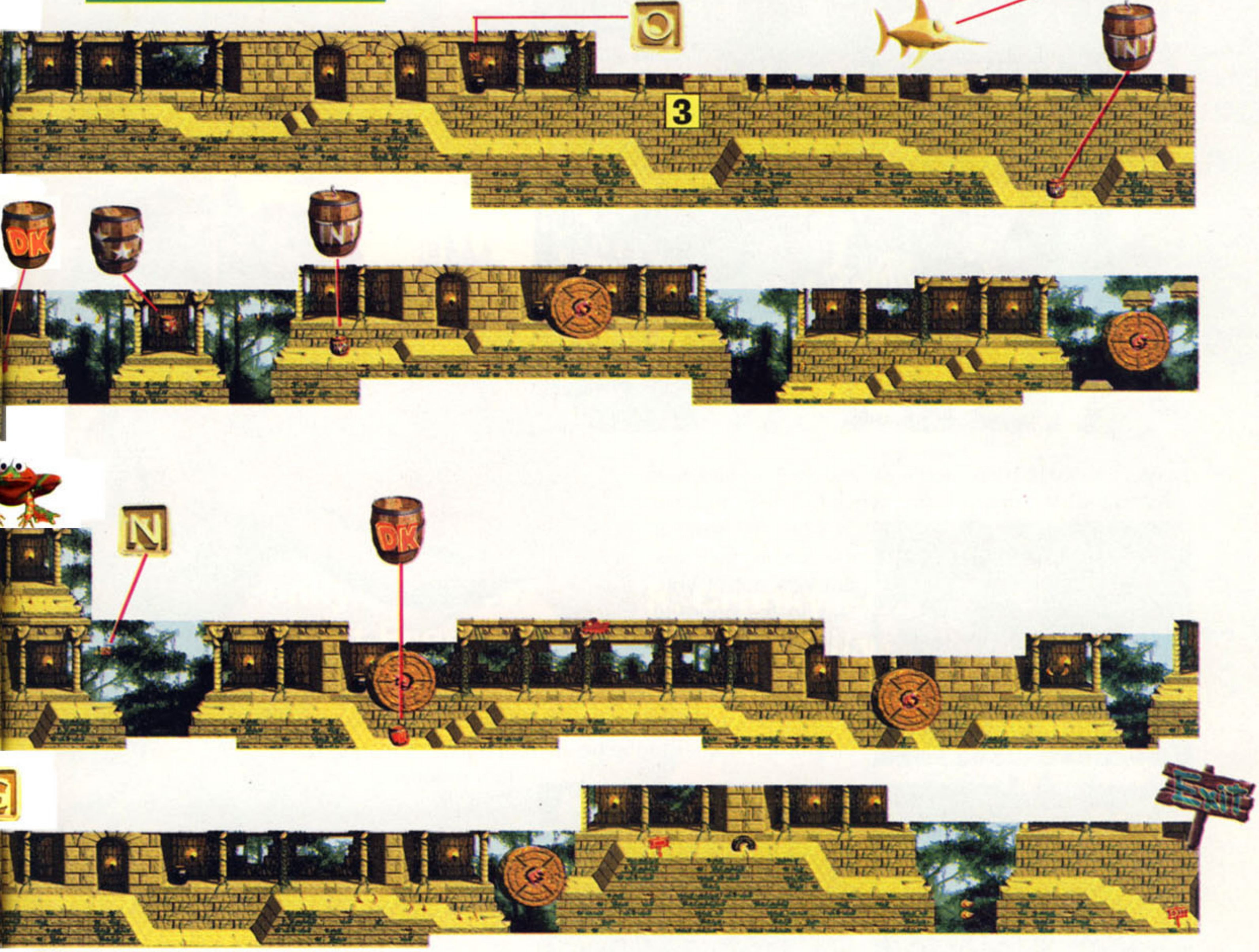




3 Bonus Area

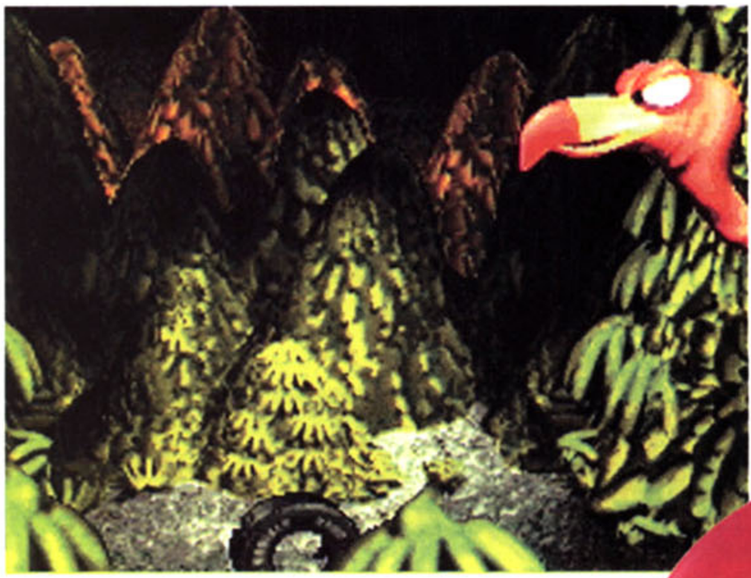
You'll have to locate a tire and roll it to where you can bounce up to the Barrel Cannon above this millstone.

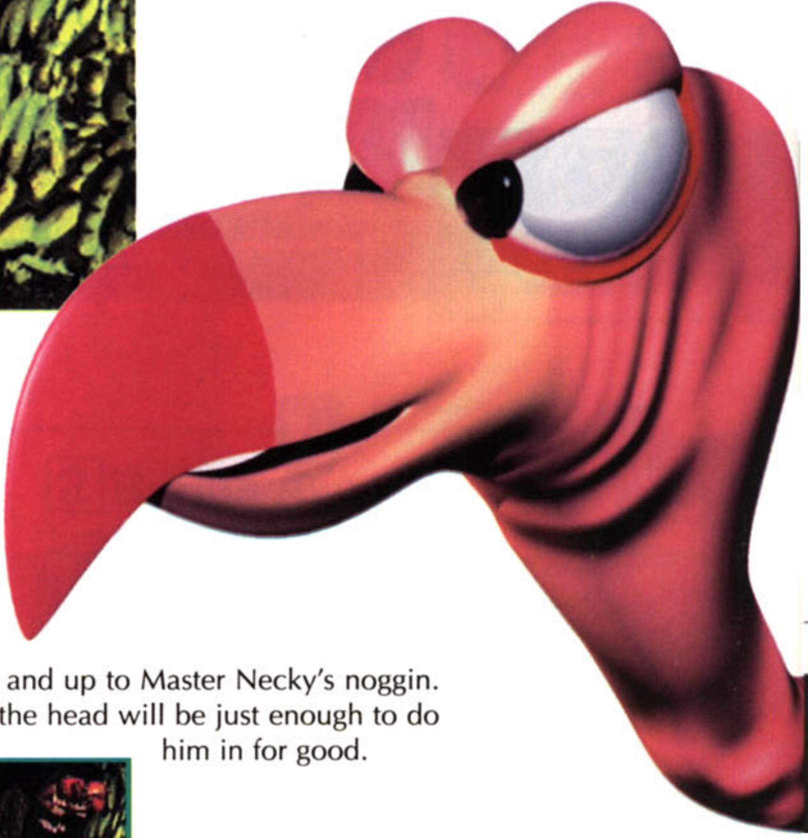




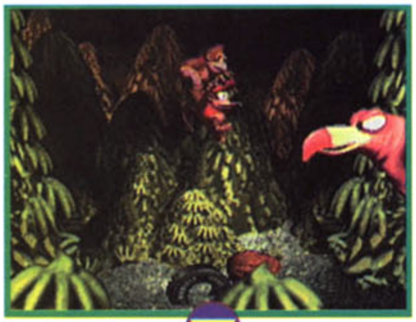
Necky's Nuts

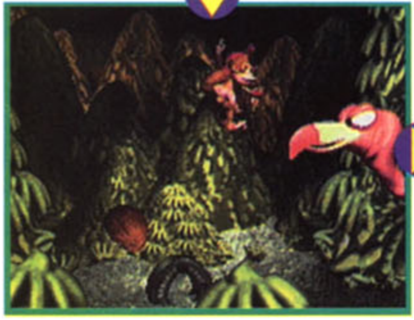
Just as Very Gnawty had a portion of Donkey Kong's banana hoard stashed away in his lair, Master Necky has a similar ration in his. Your simian senses should tell you that the tire placed directly in the middle of the nest should be of some use to you. It is. Since you can't use the nuts that Master Necky spits out to throw back at him, you'll have to enter into a battle of bodies. The tire will help you to get up to his level.

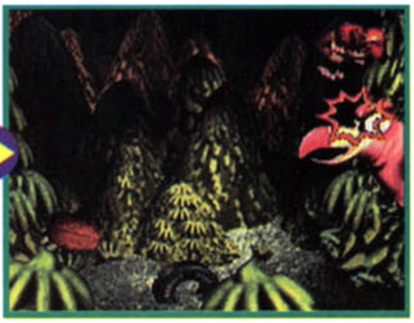




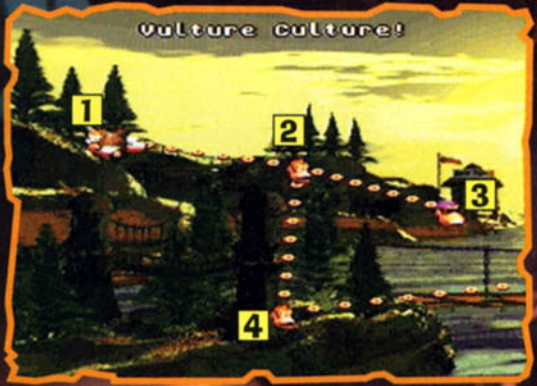
Master Necky is almost too easy to defeat if you know what to look for. In this battle, when he sticks his head in from the side of the screen, he'll spit out one nut at you. Stay to the opposite side of the screen and jump over the nut. When you land, bounce off of the tire and up to Master Necky's noggin. Five brutal bashes to the head will be just enough to do him in for good.

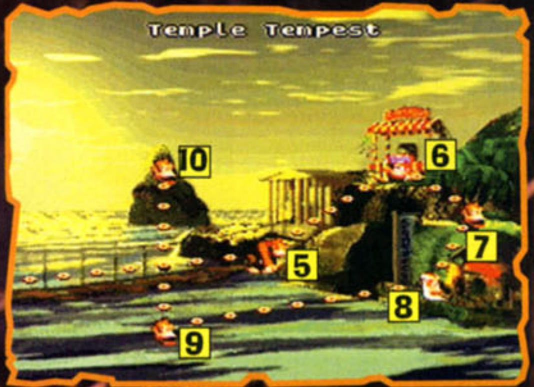






VINE VALLEY


Vulture Culture!
1
2
3
4

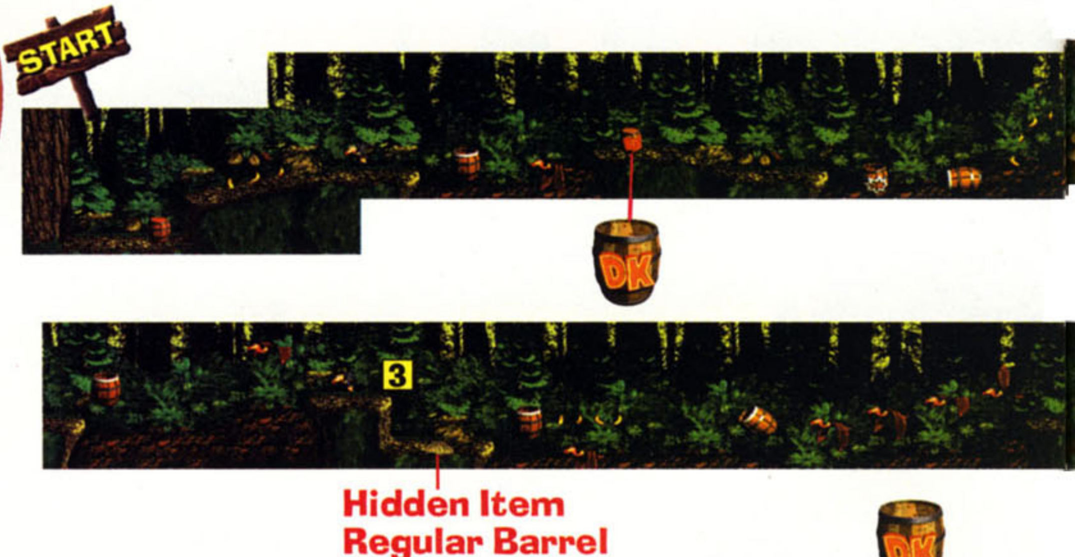

Temple Tempest
10
6
5
7
8
9

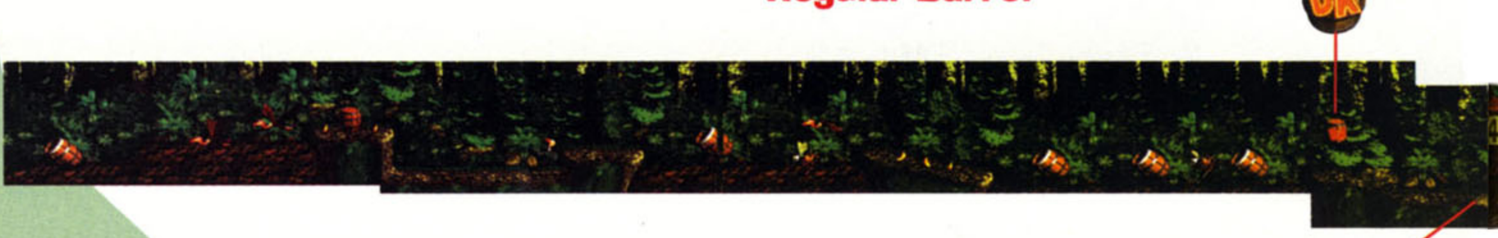
1. **Vulture Culture**
2. **Tree Top Town**
3. **Funky's Flights**
4. **Forest Frenzy**
5. **Temple Tempest**
6. **Candy's Save Point**
7. **Orang-Utan Gang**
8. **Cranky's Cabin**
9. **Clam City**
10. **Bumble B Rumble**

Vulture Culture

The wooded areas of the island greet the Kremling bashers with an array of stage settings. The first, Vulture Culture, is full of Neckys and Mini-Neckys (hence the vulture tag). Some of the Neckys spit out nuts and can cause great problems for unwary apes. Precise jumping and brave barrel-blasting are required to get through this stage. You'll be able to find the Golden Letter N in the third Bonus Area.

Bonus Areas	3
#-Up Balloons	0
Hidden Items	3



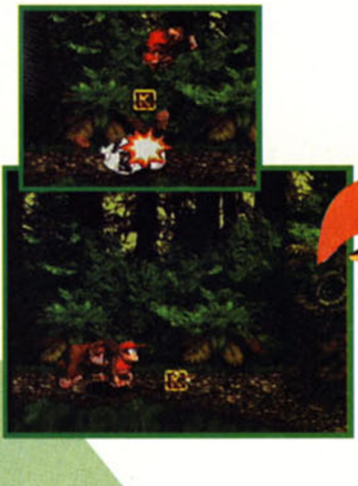


Hidden Item
Regular Barrel

Hidden Item
Regular Barrel

1 Hidden K

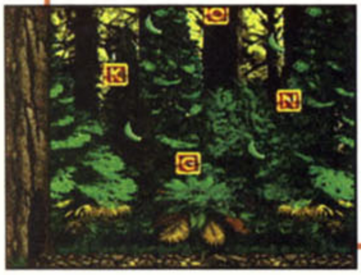
Take out the Necky perched on top of the tire and then bounce high off of the tire. Landing on the oddly-colored patch of ground will unearth a Golden Letter K. Snag it and jump back up to the tire. You're going to use it again for another purpose.



Vulture Culture

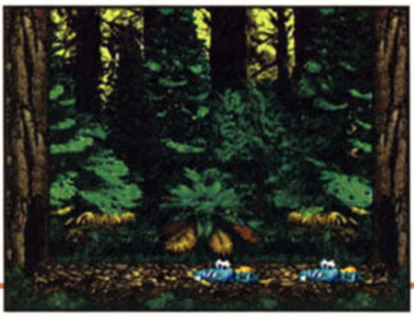
2 Bonus Area

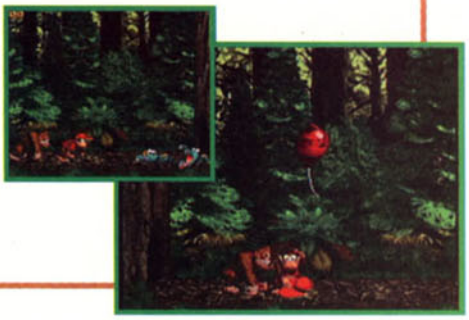
Pushing the tire to the right, make it stop short of going over the edge! Bounce off of the tire at the point where the three bananas in a vertical row are located. You'll enter a hidden Barrel Cannon. Spell out the word 'K-O-N-G' to earn a Golden Expresso Token.

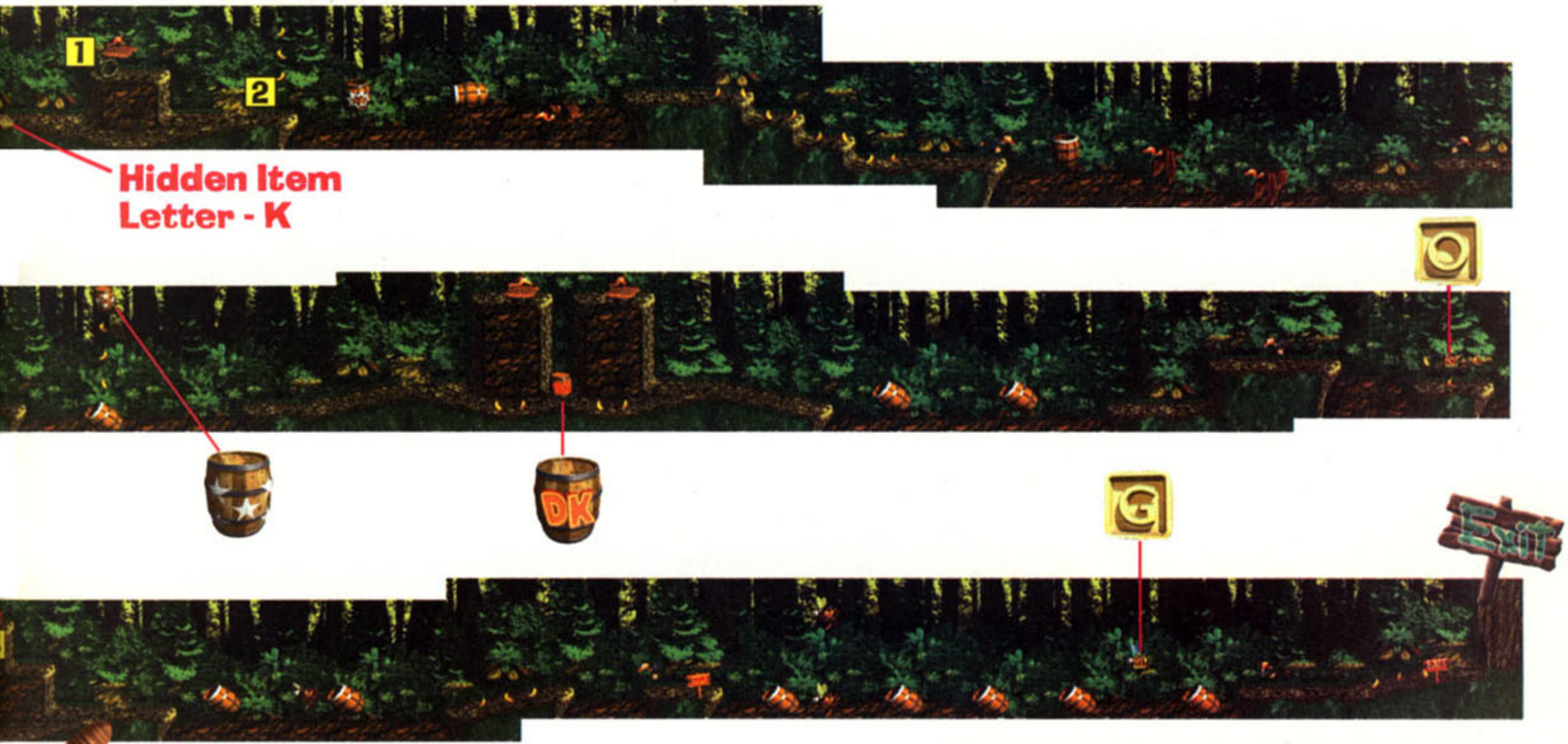


3 Bonus Area

It's a bit difficult to unearth the Regular Barrel here, but with a little help from an enemy or two, it shouldn't be a problem! Use the barrel to bash in the wall on the left. Then enter the Bonus Area through the door it creates.



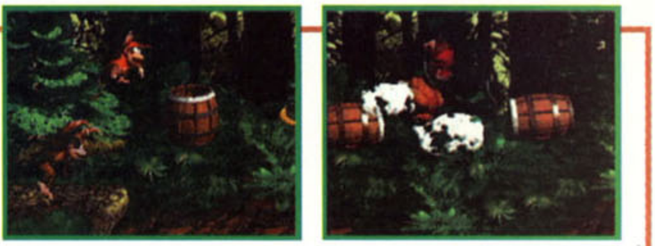


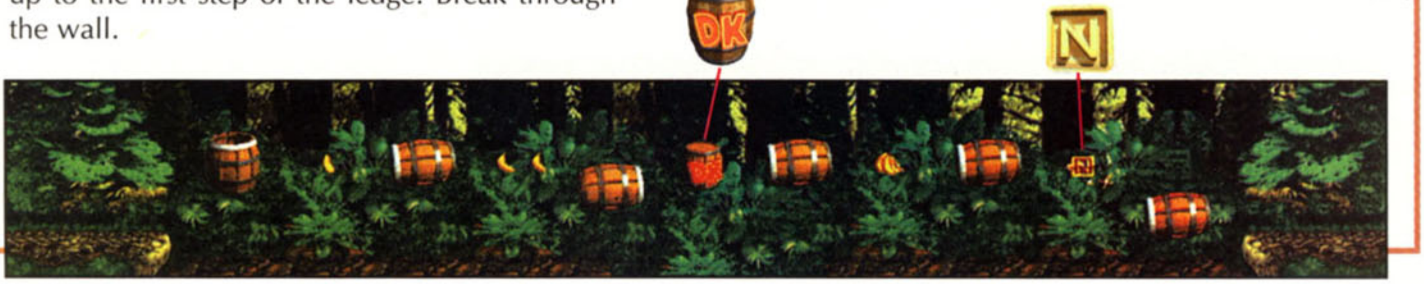


Hidden Item Letter - K

4 Bonus Area

Get rid of the Necky on top of the rocky ledge here and then jump down to the left, unearthing a Regular Barrel. Grab the barrel and jump back up to the first step of the ledge. Break through the wall.

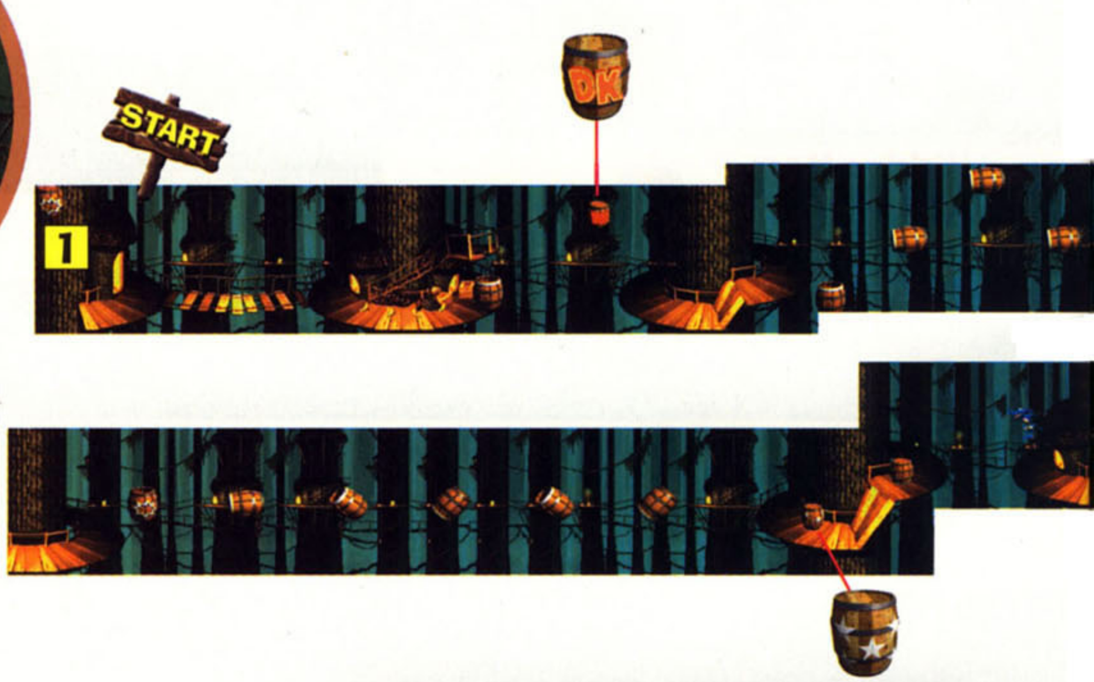


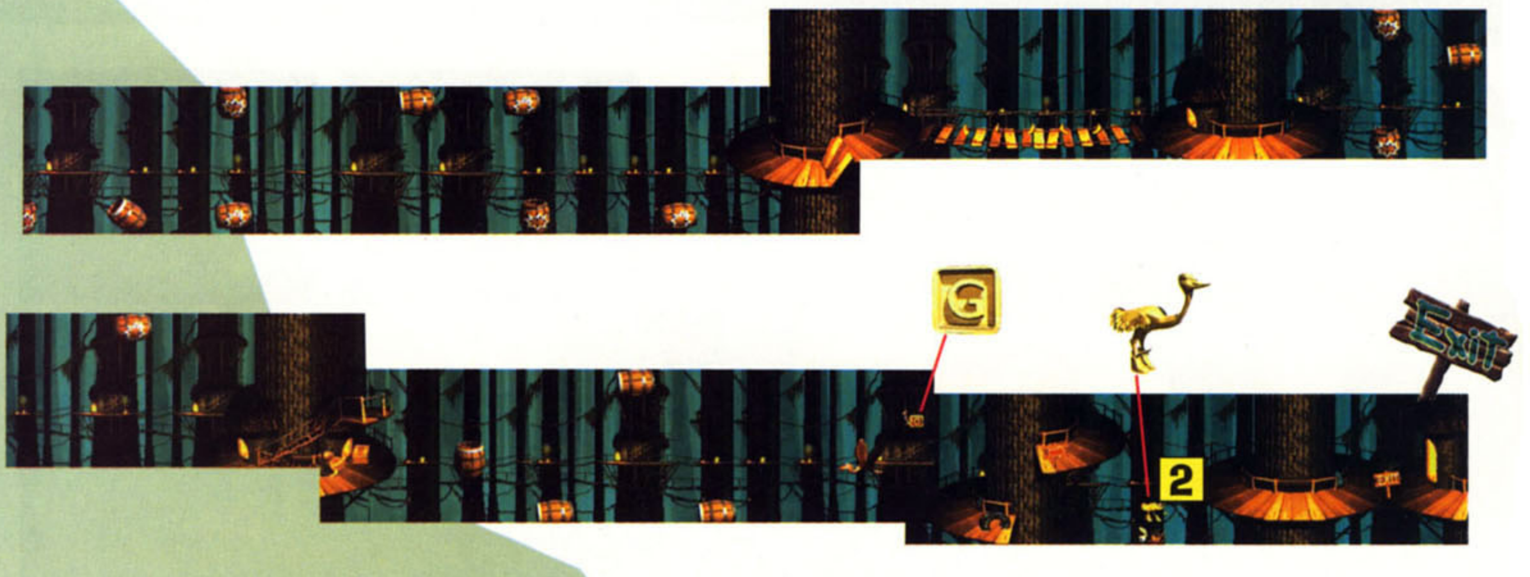


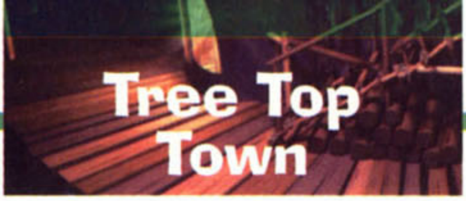
Tree Top Town

Looking for some action high above the ground? Well, look no further! Tree Top Town is as high up as you'll want to go. A long series of platforms and a hectic go-around with Barrel Cannons will challenge you during this stage. Watch out for unexpected blue Kritters and green Gnawtys jumping or rambling in from the right side of the screen. The background scrolling in this stage is ultra-cool. It's so realistic, and you really get a feeling for the altitude in this stage.

Bonus Areas	2
#-Up Balloons	0
Hidden Items	0



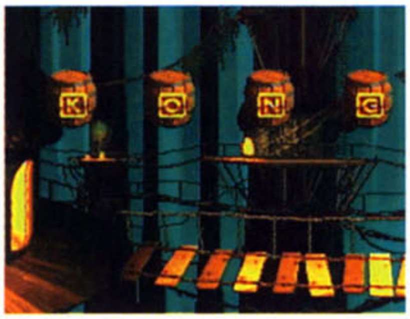


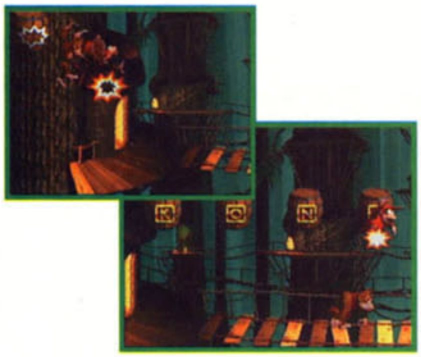


Tree Top Town

1 Bonus Area

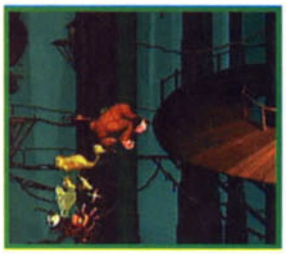
As you enter this stage, a Barrel Cannon will scroll off the screen to the left. Move to the right until a Necky shows up. Move back to the left and bounce off of the Necky to elevate you up into the Barrel Cannon.

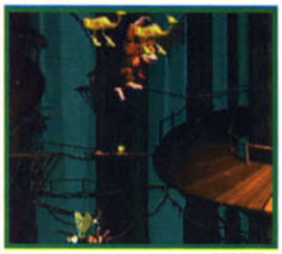


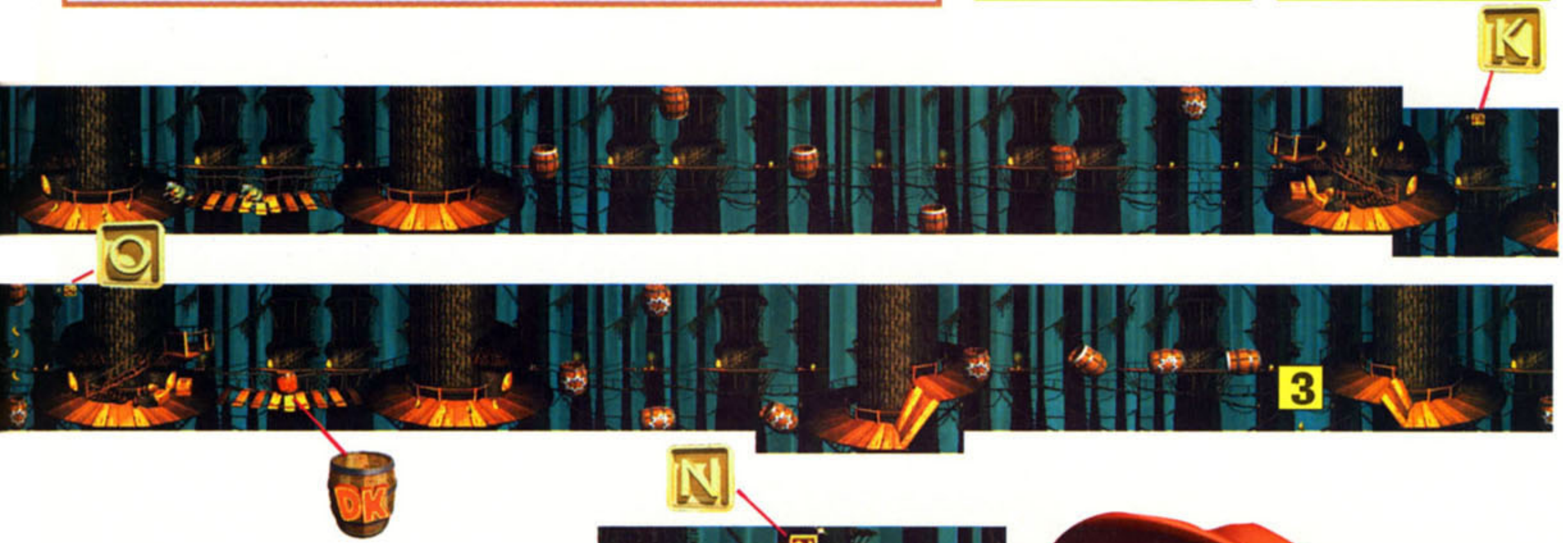


2 Get Expresso

Use the Super Jump technique to grab the Expresso Token. Roll off the edge of the platform, and just as you touch the token, but before you make contact with the Zinger--jump back up to the platform. It's easier to make the jump from the right side. Make sure you practice this technique in a safer area.

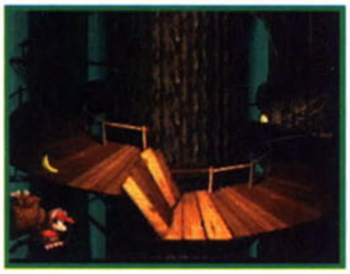


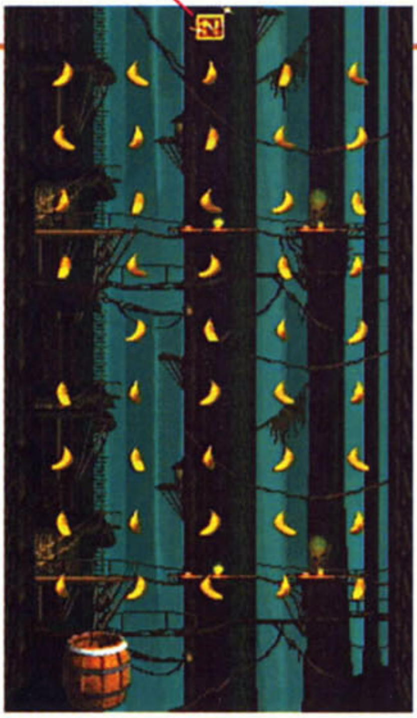




3 Bonus Area

You'll notice a single, lonesome banana down toward the bottom of the screen here. Hmmm. Very strange, indeed. Maybe it means something? It sure does. Blast out of the barrel toward the banana when you're at the bottom of the screen to enter a Bonus Area.

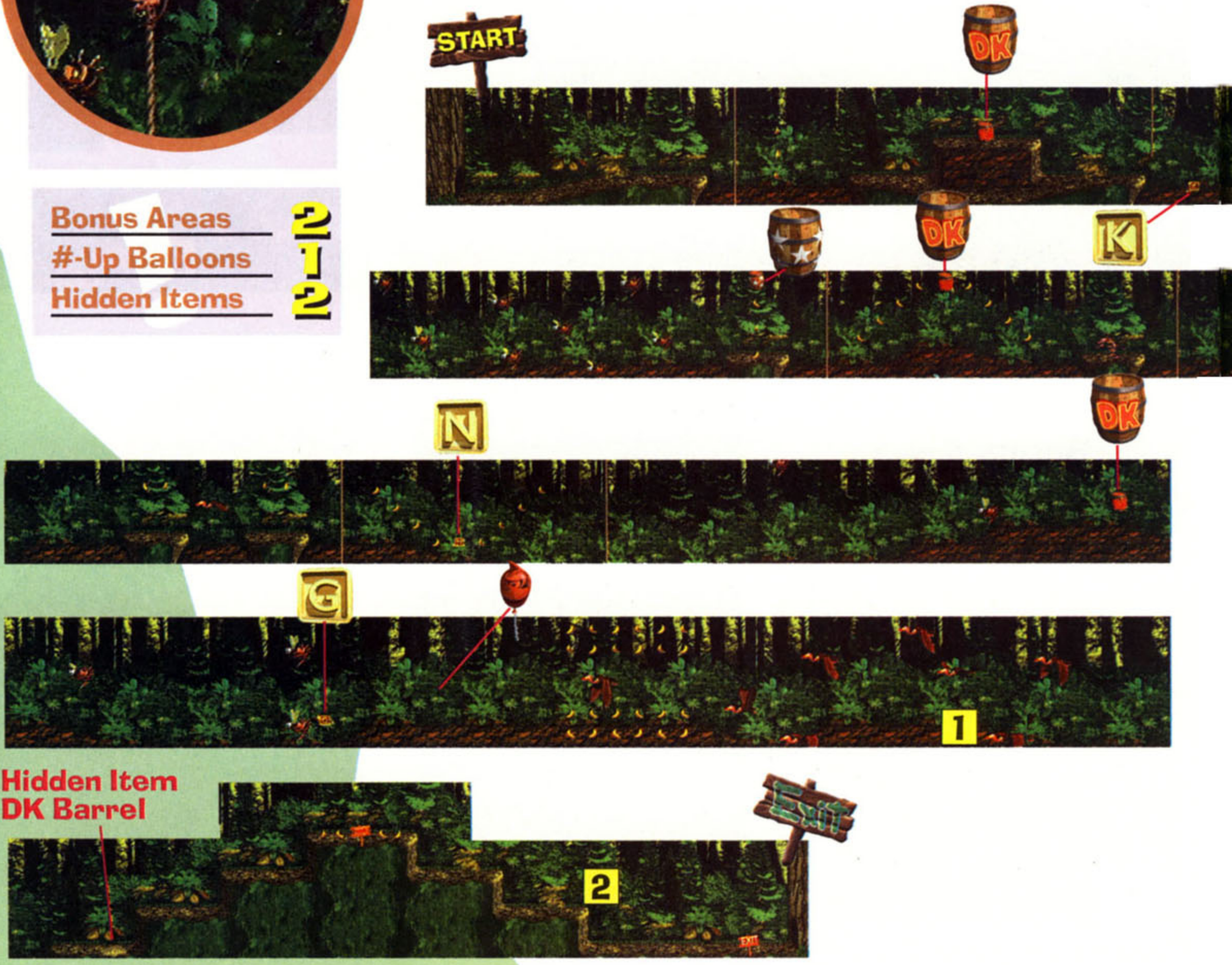




Forest Frenzy

Some of the main difficulties that simian travellers may experience in the Forest Frenzy stage are the moving ropes. To clear extra-long gaps, you have to cling to ropes that move from left to right through dangerous mazes of Zingers and Neckys. The best thing to do is to keep a finger on the Y Button at all times when you're on a rope. The Y Button gives you more speed and allows you to climb and descend the rope faster. The Bonus Areas are not easily found in this stage. The first one is usually missed by first-time finders-of-bananas. Check the map for the exact locations of both Bonus Areas.

Bonus Areas	2
#-Up Balloons	1
Hidden Items	2

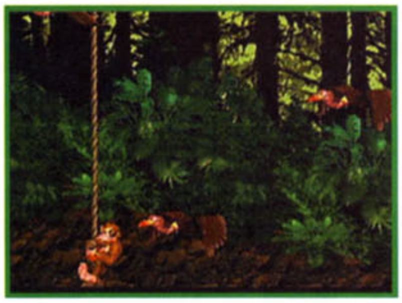


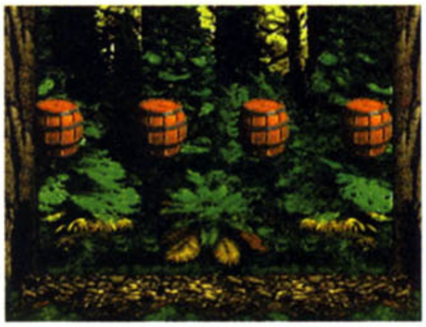
Hidden Item DK Barrel

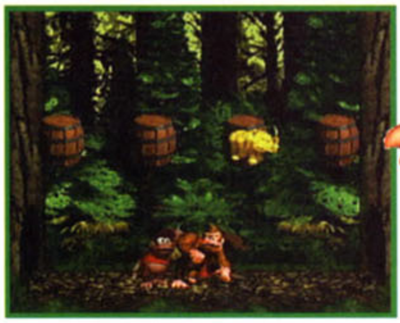
Forest Frenzy

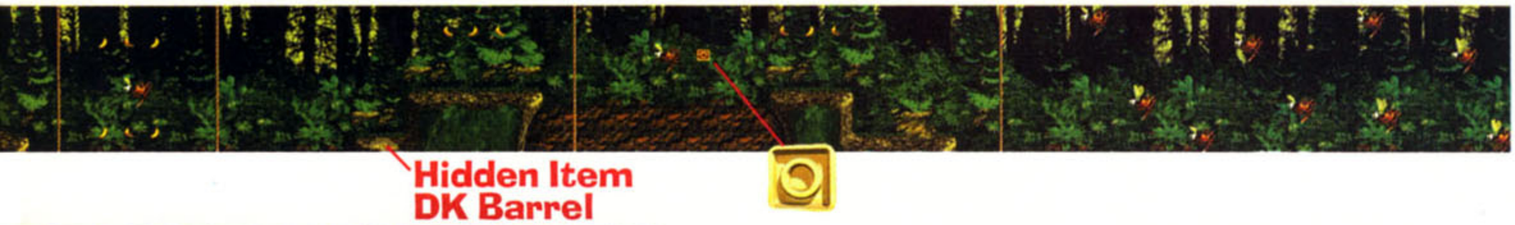
1 Bonus Area

It's almost a fluke for anyone to find this Bonus Area without a tip. Hang on at the bottom of the rope and you'll fall into a Barrel Cannon. It looks like you might run right into a Necky, but don't worry, you won't.



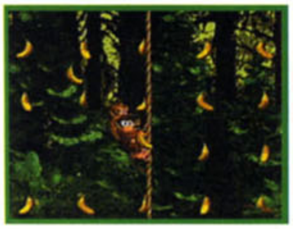


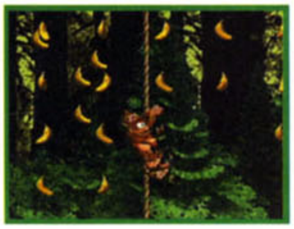


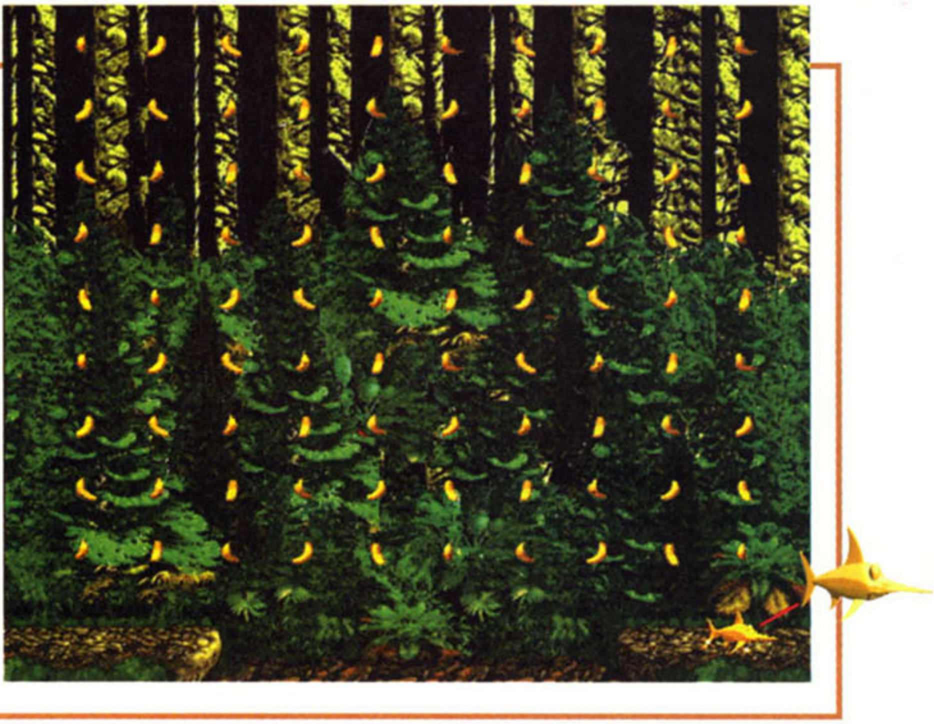


2 Bonus Area

Avoid all five of the jumping Kritters by running under them when they leap up. It's a little difficult because you have to avoid them while you're carrying a barrel. Diddy can do this easier than Donkey Kong can because he holds the barrel out in front of himself and isn't as big of a target. Break the last wall on the left.





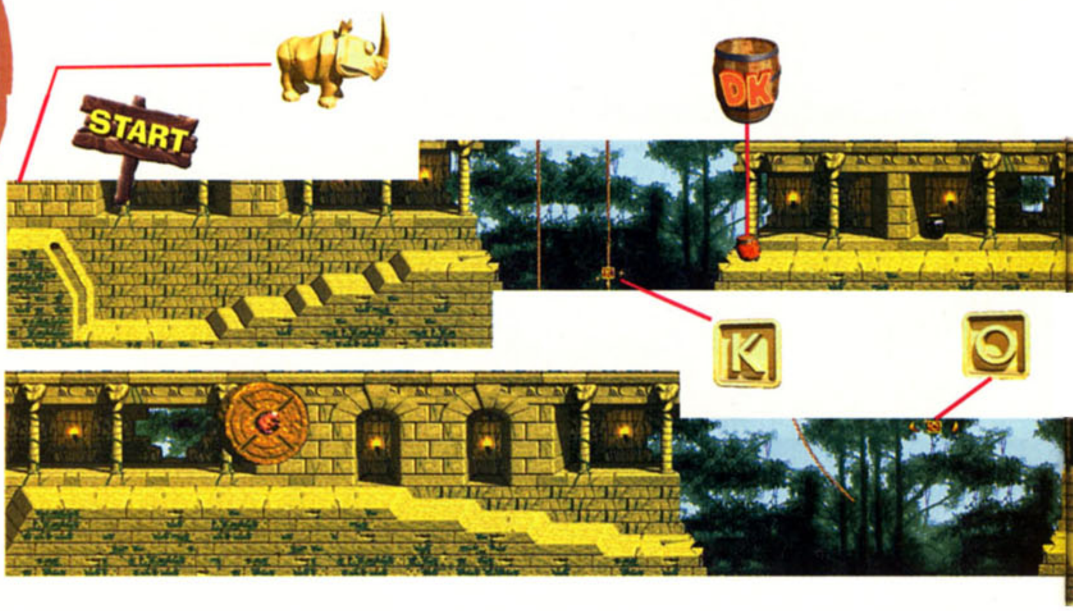


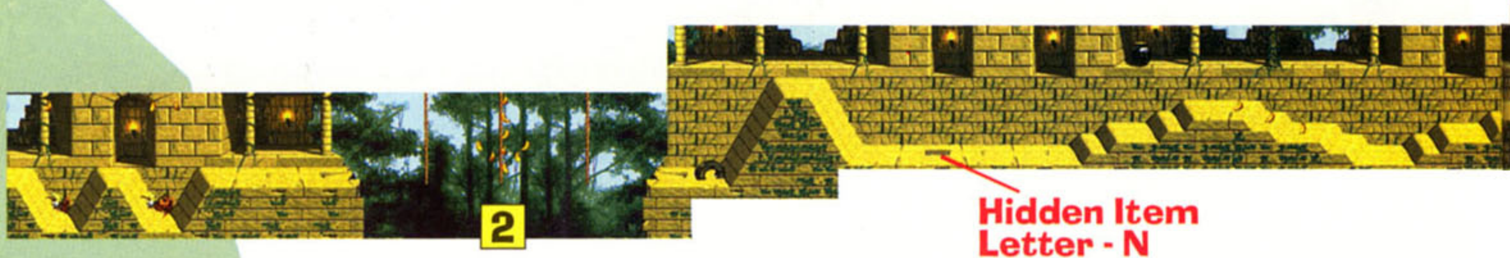
VINE
VALLEY

Temple Tempest

This is another deceptively difficult stage. There aren't many enemies, but the giant millstones follow you as you make your way through the stage. There are a couple of places that you can get held up at and, if you don't keep moving, the millstones will have their way with you (if you know what I mean). One location of particular note is the big "V" gap near the end. You have to bounce off of the tire in order to get up to the other side of the "V."

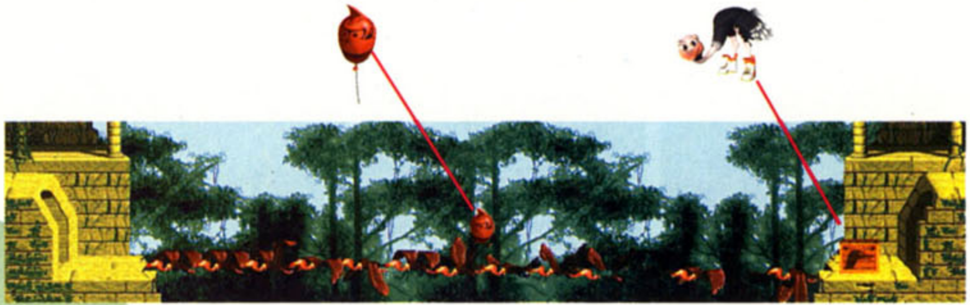
Bonus Areas	2
#-Up Balloons	1
Hidden Items	1





1 Bonus Area

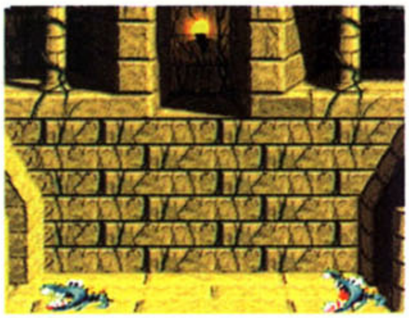
Carry the DK Barrel all the way to this location and toss it against the incline. Avoid the Gnawtys along the way. Once in the Bonus Area, bounce off of all the Neckys to get across the gap. Expresso awaits in his crate.

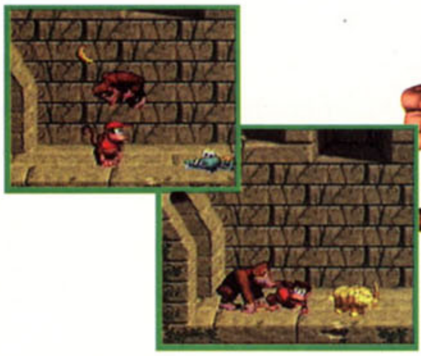


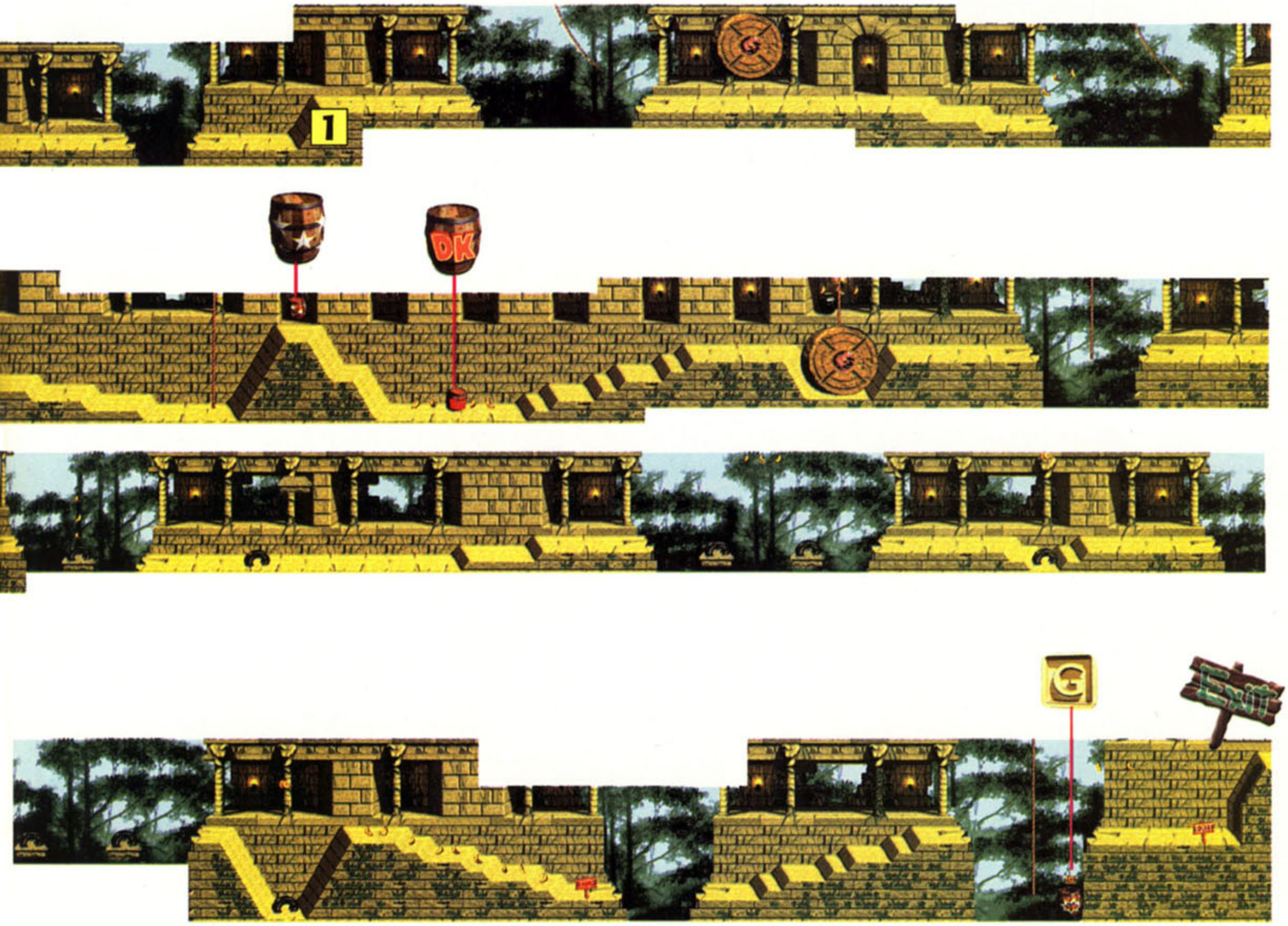
Temple Tempest

2 Bonus Area

When a group of bananas forms an arrow, it's much more than a subtle hint that something is up--or *down* as the case may be. In this case, it *is* down! Drop off of the rope where the "banana arrow" is located and fall directly into a Barrel Cannon.



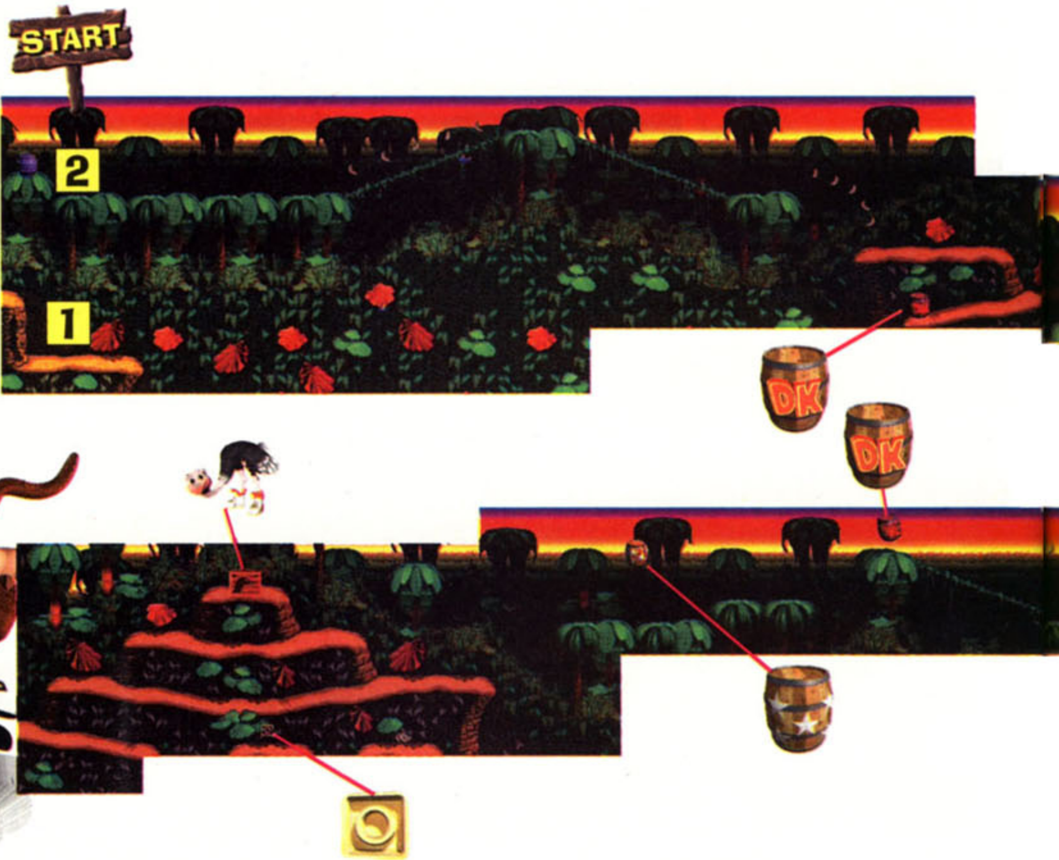


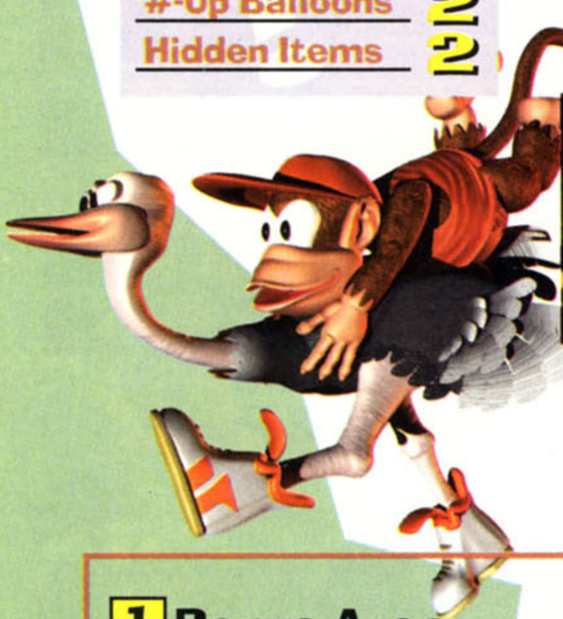


Orang-Utan Gang

This is probably one of the most complicated, if not *the* most complicated, stages in the game. There are so many things going on in this stage that it's hard to keep track of everything! There are plenty of ups and downs. That's where our maps come in handy. Aren't you glad you got this Player's Guide? Expresso's help will be invaluable to you here. A whopping FIVE Bonus Areas can be found and entered in this difficult stage.

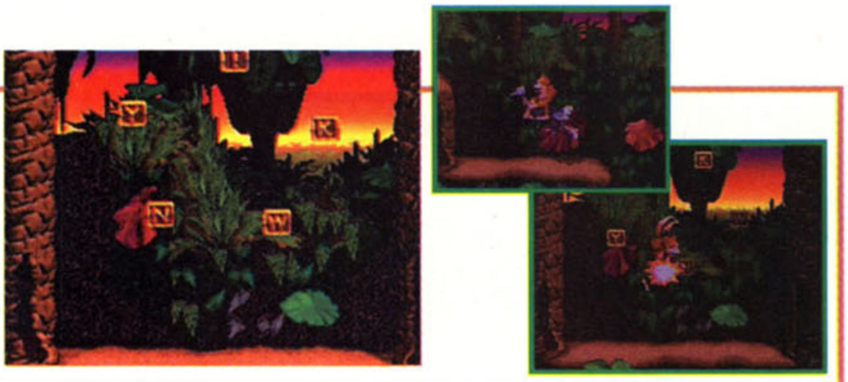
Bonus Areas	5
#-Up Balloons	2
Hidden Items	2





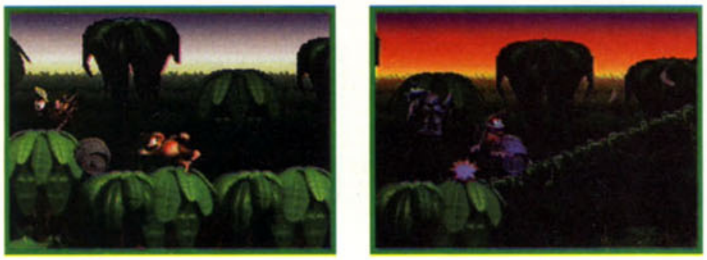
1 Bonus Area

Go get Expresso and bring him back to this area. You simply can't get to this location if you don't have the big bird's flying ability to help you out.



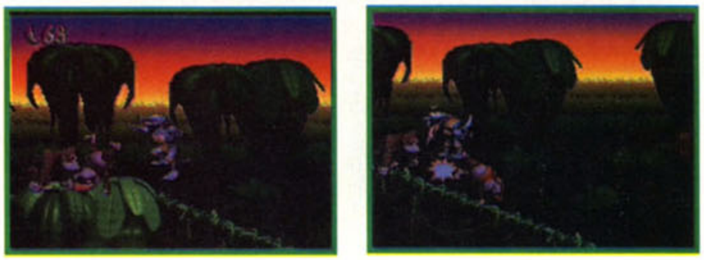
2 Keg Riding

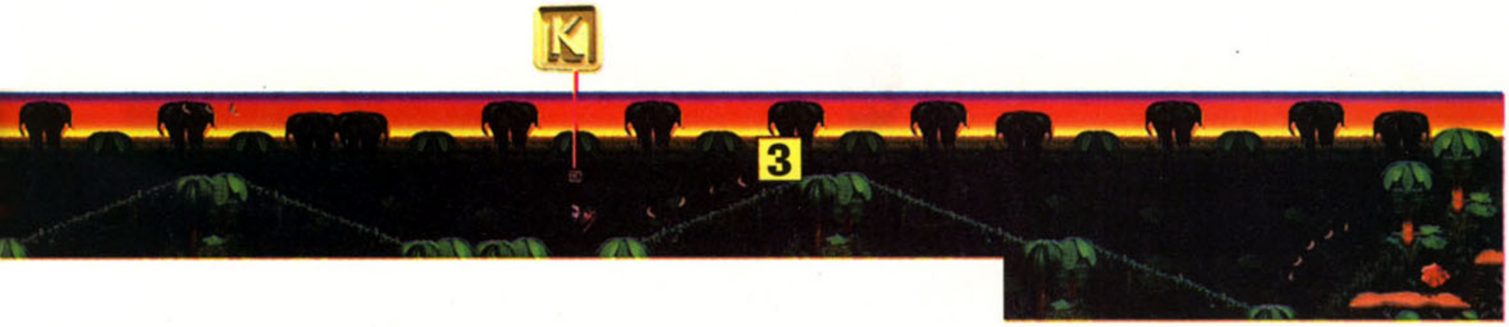
Go to the left when this stage begins and grab the Steel Keg. Move to the right and then toss the keg back against the tree on the left. Jump on it as it rebounds and then ride it for all it's worth! You'll be safe while riding on it. But just remember to jump off before it careens into a gap in the trees and takes you with it!

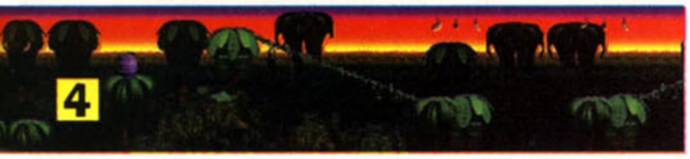


3 Rolling Attack

While walking the tightrope vines that are strung between trees, you'll run into batches of jumping Kritters. Press the Y Button to initiate a roll and you should be able to continue that roll right through the enemies, bumping them off one by one. It's a very helpful technique to use in the right situations.



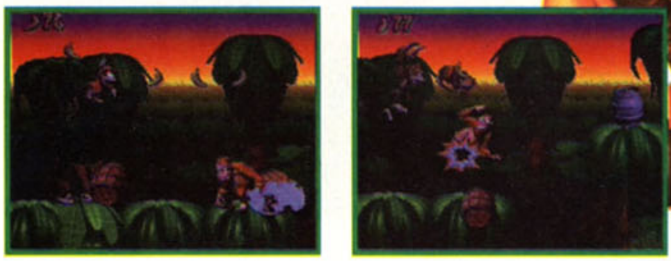




TO A pg. 64

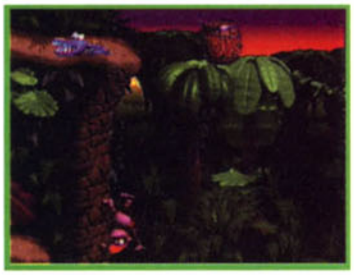
4 Take Manky Kong Out

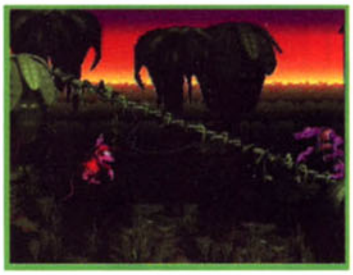
You'll notice a Keg sitting all by its lonesome on a treetop just before you reach the first Manky Kong. Grab it and use it as a weapon by tossing it at the scruffy ape when you get close enough to smell him. Or get at least close enough so he begins to throw his barrels at you.



5 Bridging The Gap

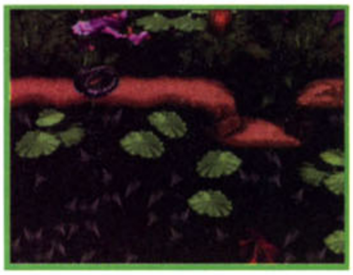
If you don't have Expresso, getting from the point where the Golden Letter N is to the ledge down to the right of it is extremely difficult. Take the scrawny-winged bird for a short jaunt across this gap and then over another two gaps while continuing to the right. This is a section that's often missed. If you're a Super Jump ace, let Diddy try to make the leap. He can do it, but Donkey Kong can't.

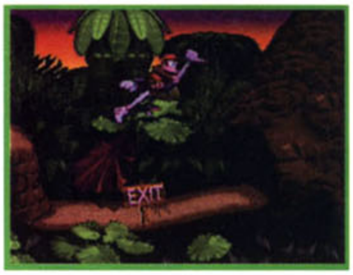


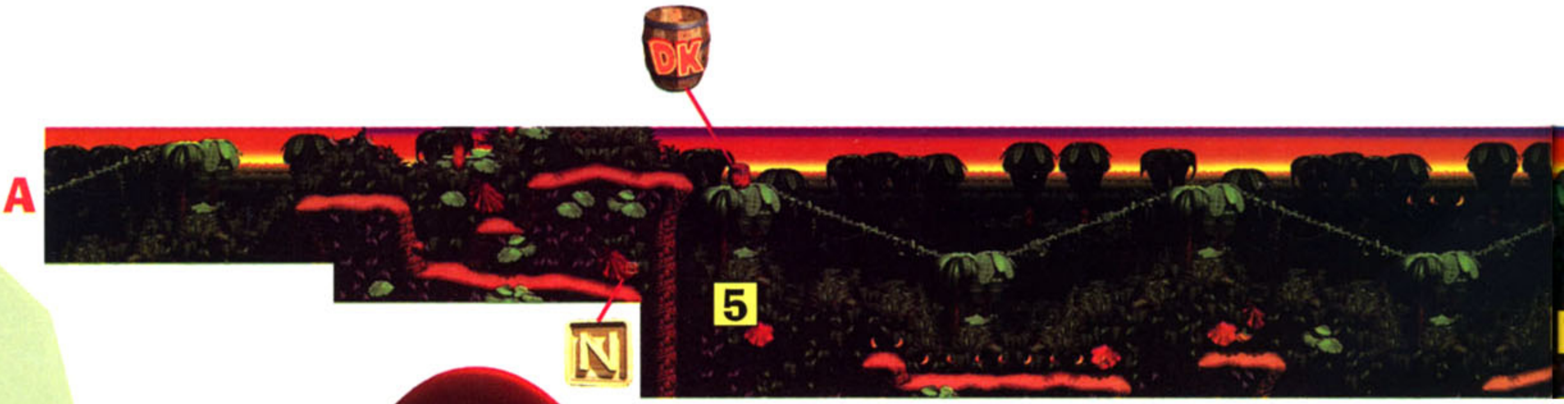


6 Buried Treasures

When you exit the Bonus Area that's located under the starting point of this stage, you will "warp" to this point further along in the stage. It's not the *only* way you can arrive here, but it's the easiest. Use the tire to bounce you up high enough to break the fragile ground spots to uncover an Enguarde Token on the left and a DK Barrel on the right.

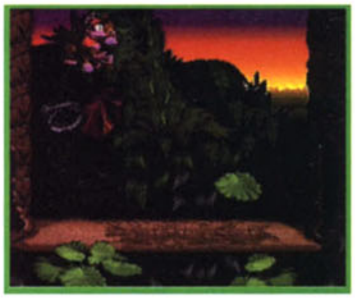


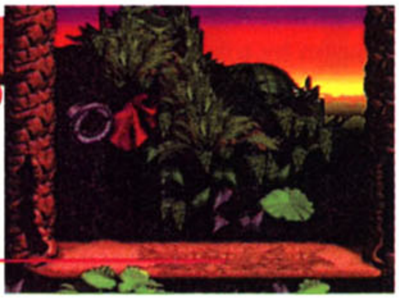




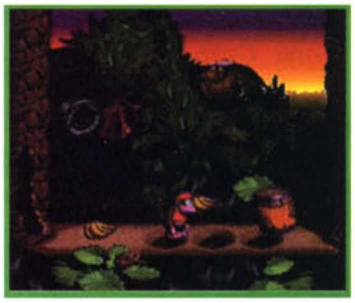
7 Bonus Area

You have to approach this Bonus Area from the left—you can't fall down to the entrance. Two bunches of bananas and a DK Barrel are buried in the ground inside this Bonus Area. Bounce off of the tire and break them out.



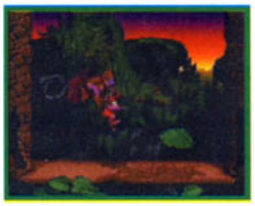


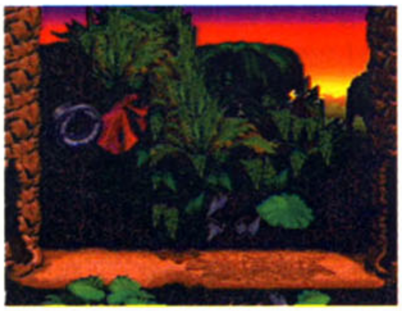
Hidden Items
1-Up Balloon
DK Barrel

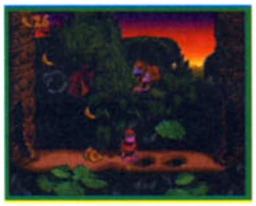


8 Bonus Area

Once again, it's the destructive power of a barrel that's gonna get you into a Bonus Area. Remember, if you have a choice, let Diddy try to find the Bonus Areas with barrels. They open up much easier for him because of the way that he carries a barrel.

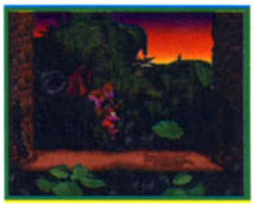


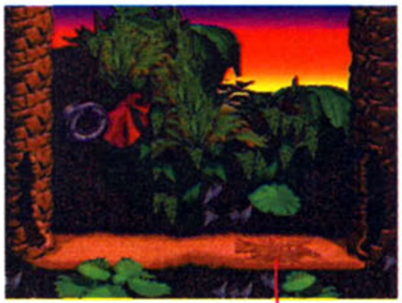


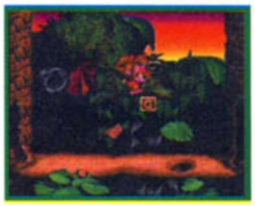


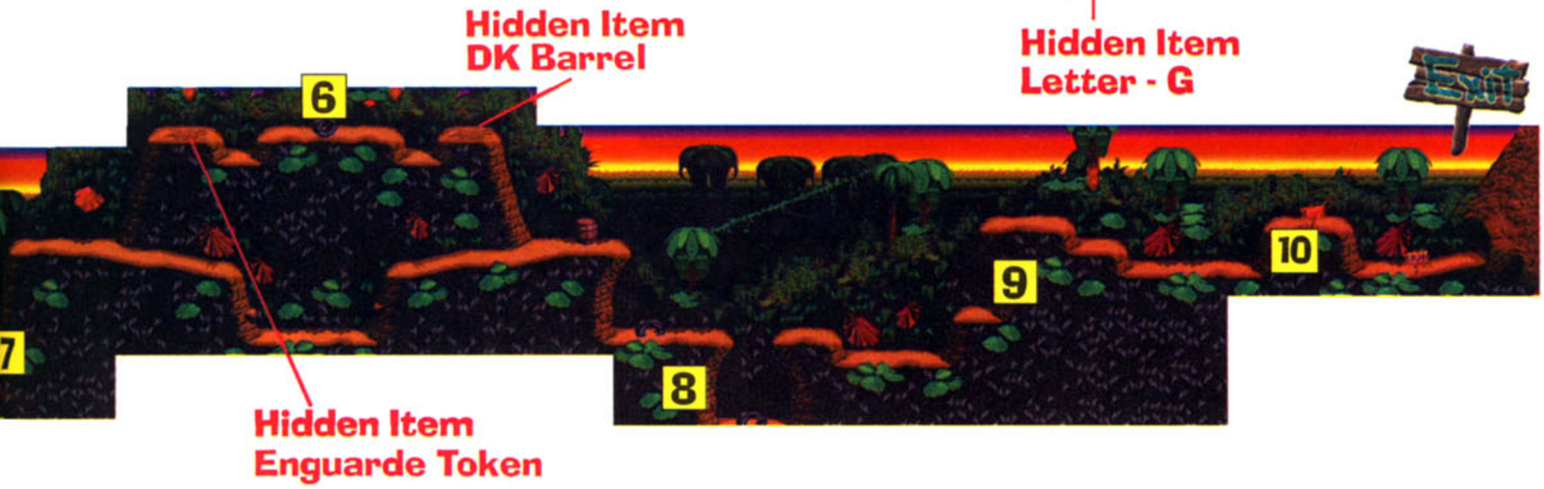
9 Bonus Area

Use a barrel to break open the entrance to this Bonus Area. Inside, you'll be able to see that there is only one Item buried in the ground. It just so happens to be the Golden Letter G. Bound off of the tire and smash the ground to unearth the elusive letter.



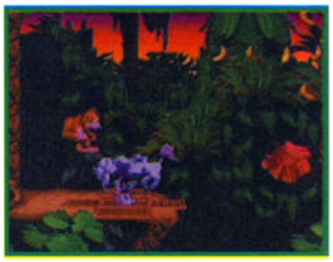


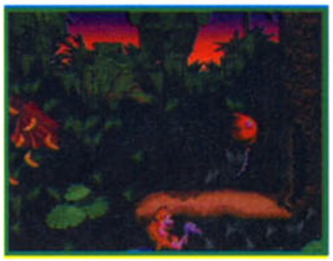


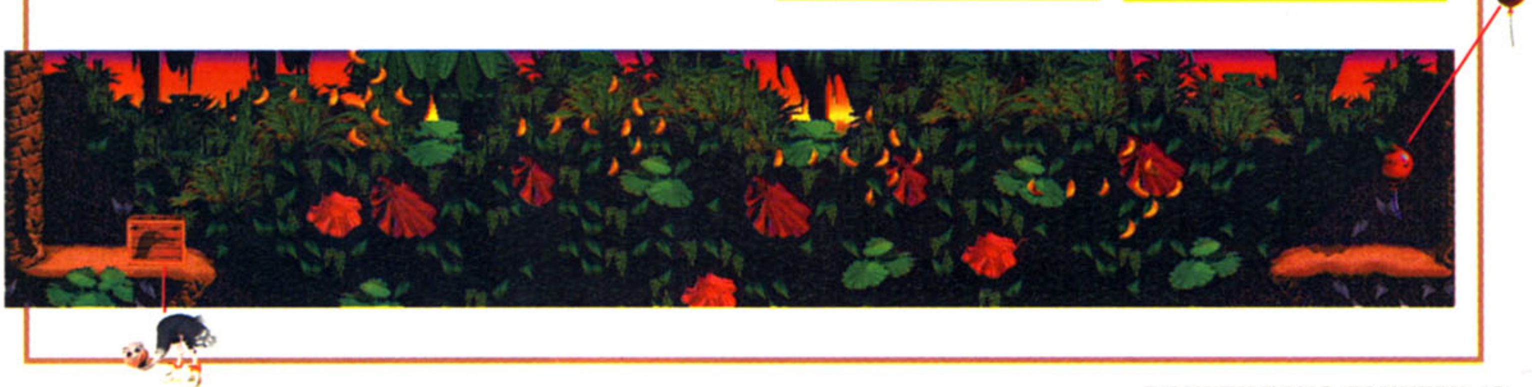


10 Bonus Area

Wipe out all of the enemies toward the end of the stage and then go back and grab the closest barrel. Bring it to this point and slam it into the wall to create an entrance. When you enter this Bonus Area, you'll find Expresso. Fly across the gap quickly and you'll be able to collect a 1-Up Balloon on the other side.





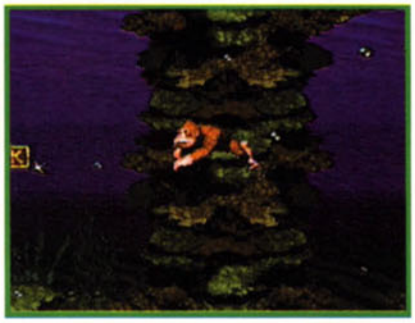


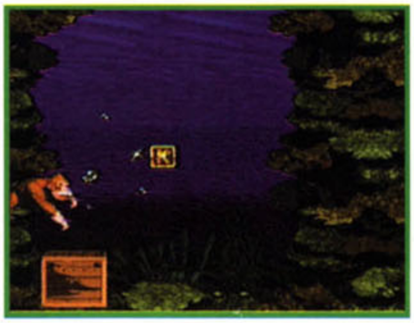
Clam City

If you only know one thing about this stage, then know where Enguarde is located. You can get him almost immediately. It's a crucial point. Getting through Chomps-infested waters with the swordfish goodie is tough enough, let alone going it alone. The only Clam City enemies that move dangerously fast are the spinning Croctopuses near the end of the stage. But it's the undulating movement of the other swimming fiends that makes this stage a real test.

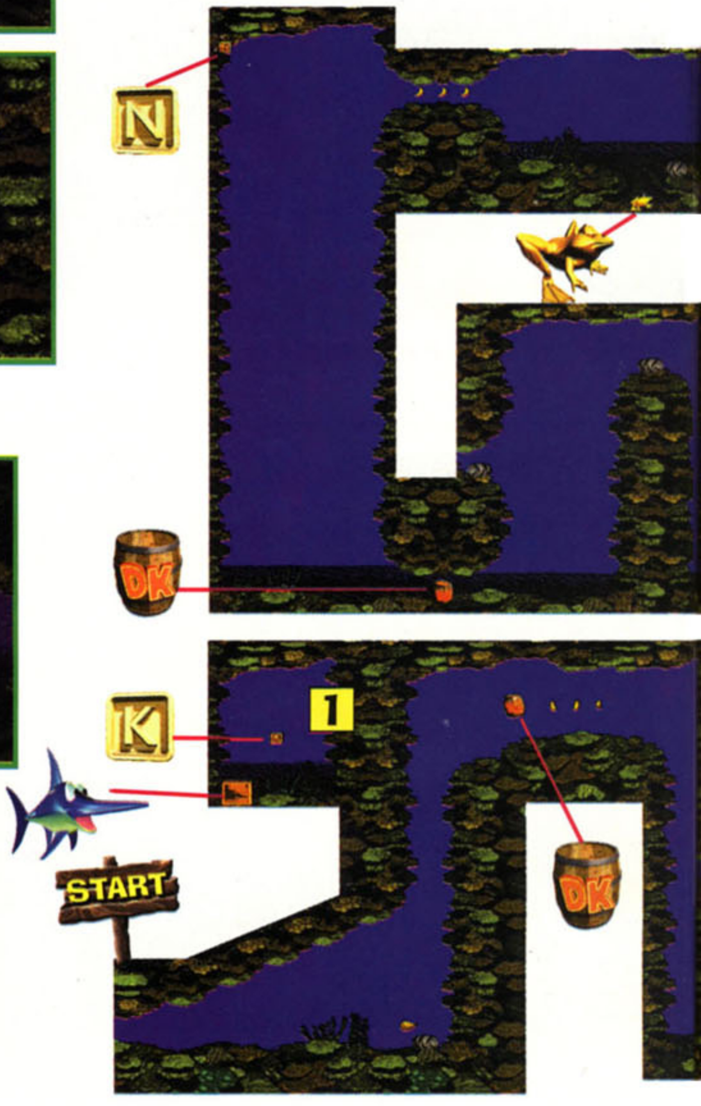
Bonus Areas	0
#-Up Balloons	0
Hidden Items	0

1 Enguarde's On Your Side



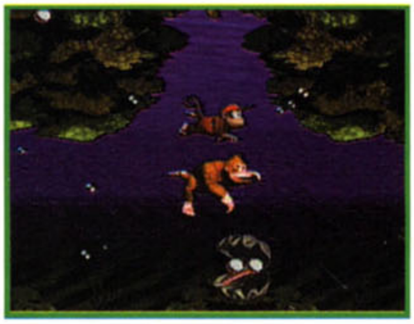


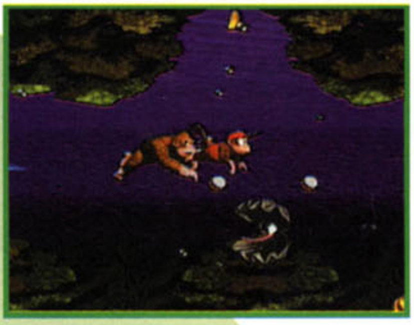
When you begin the stage, stay to the top to avoid the pearls that the first Clambo shoots out. Stick to the left wall and you'll soon find an entrance to a hidden room that contains a Golden Letter K and Enguarde's crate. Bust him out, saddle him up and charge through the rest of the stage, poking everything in sight.

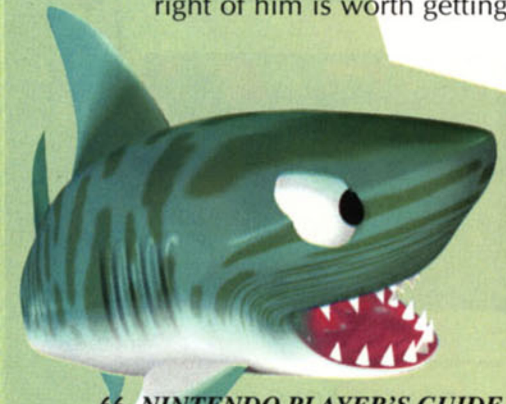


2 Dual-Shot Clambo

The Clambo here is sitting directly under the shaft that you're going to travel up through. Approach with caution and wait for a pearl blast to zip by you. Decide for yourself whether the bunch of bananas to the right of him is worth getting.

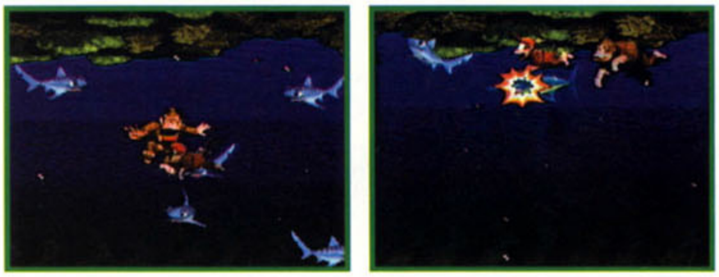






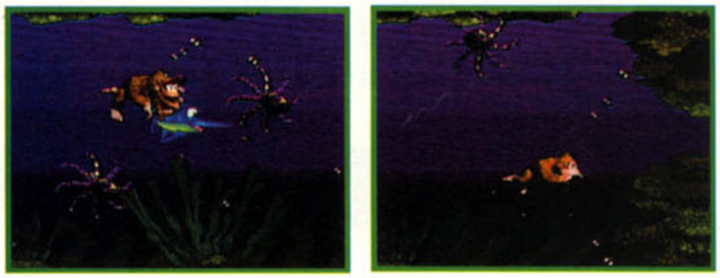
3 School Of Jrs.

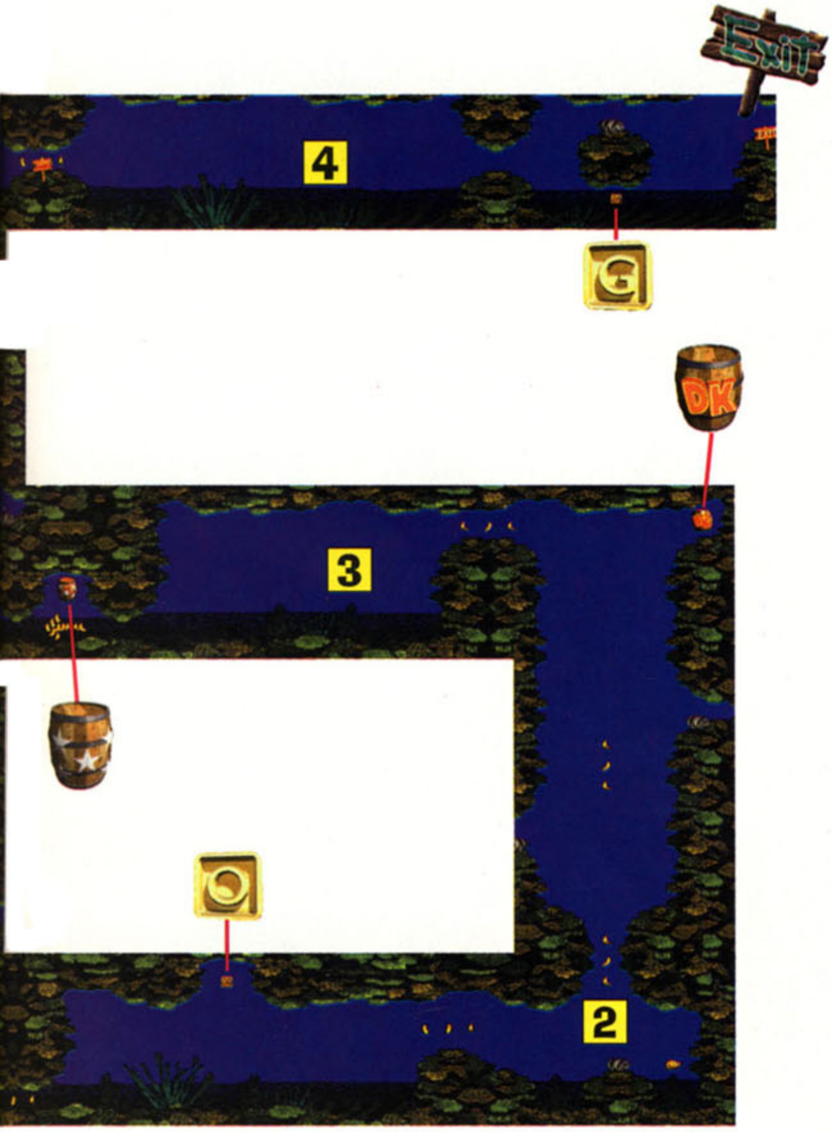
The lone Chomps Jr. at the top of the vertical shaft gives you a little forewarning of the danger that's to come. When you make the left turn into the horizontal section, a whole party of little sharks are lurking about, waiting to rip into some super-soaked fur. Hopefully, you'll have Enguarde to zoom you through the pack of hungry little biters!



4 Croctopus Trouble

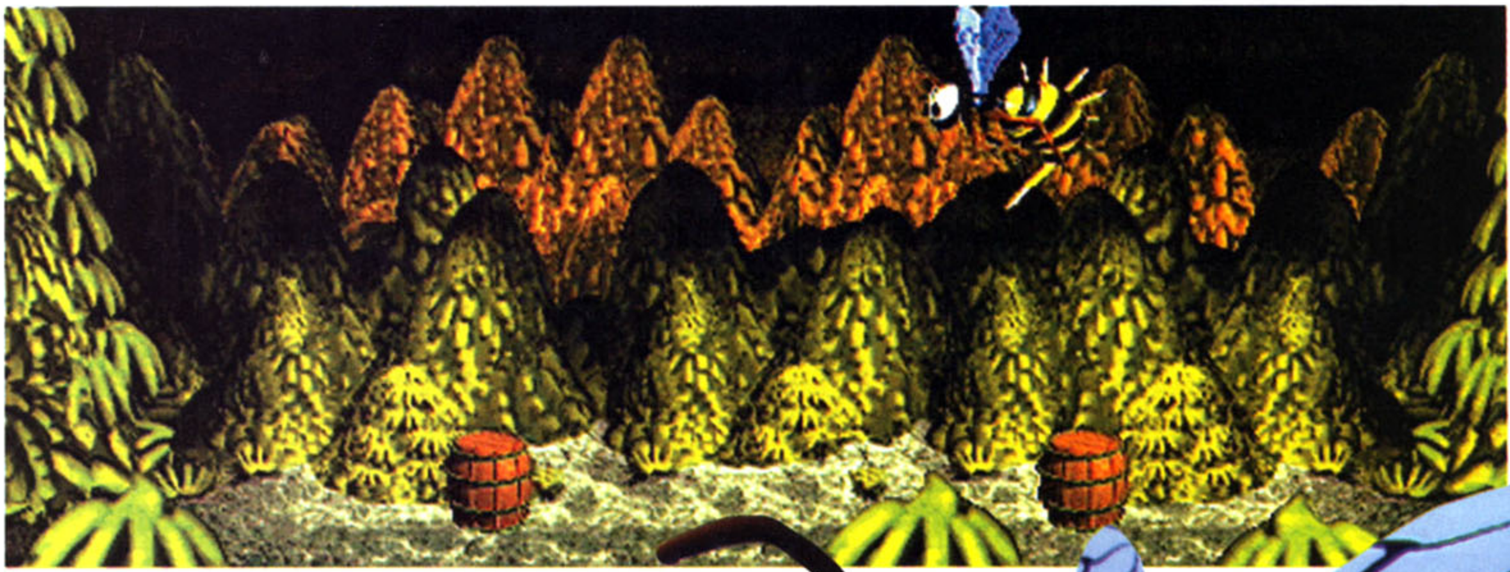
There are a couple of schools of thought on this section of the stage. If you have DK, Diddy **and** Enguarde, you can just slam your way through the Croctopuses and you'll make it to the exit. On the other hand, Enguarde is pretty fast and can help you move to a safe spot when a spinning Croctopus is charging your way. Be advised that there is a Clambo up ahead, too.



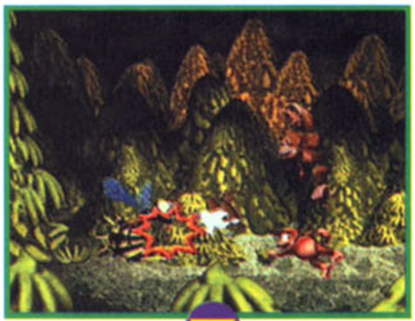


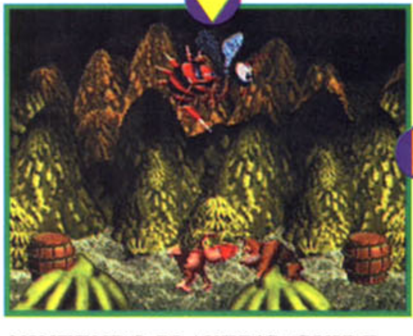
Bumble B Rumble

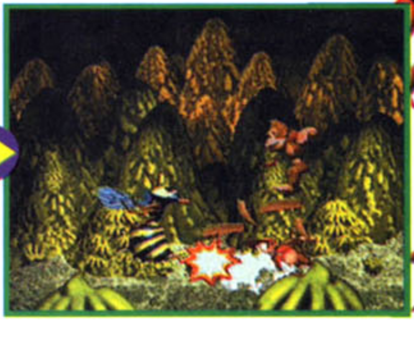
Wow! Donkey Kong had no idea how many bananas those Kremlings made off with! Queen B has a tremendous amount of banana booty stashed away in her hive. She'll be ready to sting when she realizes that you've made it this far. When Queen B is really upset, she'll turn red and there's nothing you can do to damage her until she calms down and goes back into her normal yellow-and-black attack mode. Five swats with a barrel and she's down!



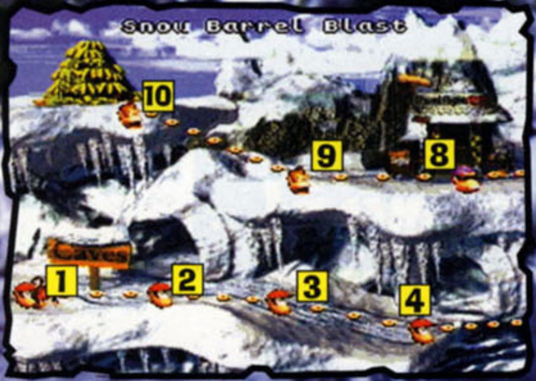
A properly-fought battle with Queen B illustrates an important difference between Donkey Kong and Diddy. Let Diddy take the lead here. When Queen B is vulnerable, she'll drop down and come at you from the sides. If Diddy is holding a barrel, she'll crash right into it. Diddy can just stand there, whereas Donkey Kong would have to throw the barrel at the evil bee.

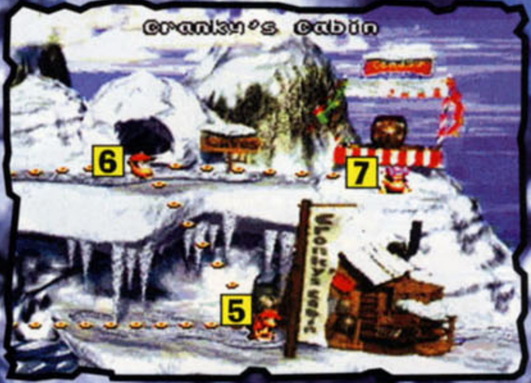






GORILLA GLACIER

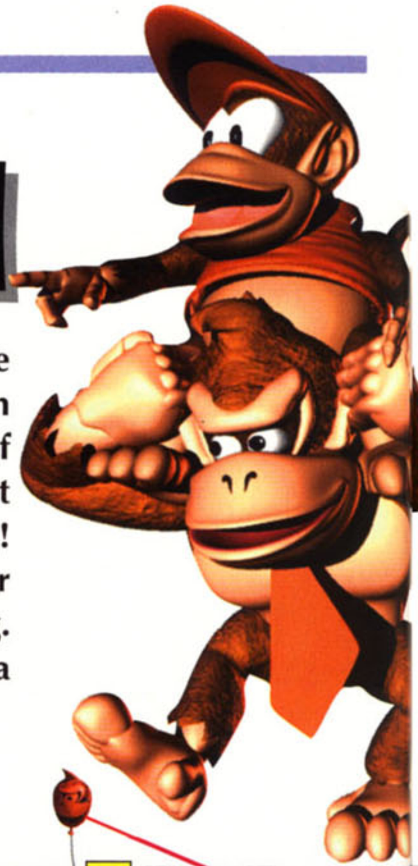

Snow Barrel Blast
10
9
8
1
2
3
4


Cranky's Cabin
6
7
5

1. Snow Barrel Blast
2. Slipslide Ride
3. Ice Age Alley
4. Croctopus Chase
5. Cranky's Cabin
6. Torchlight Trouble
7. Candy's Save Point
8. Funky's Flights
9. Rope Bridge Rumble
10. Really Gnawty Rampage

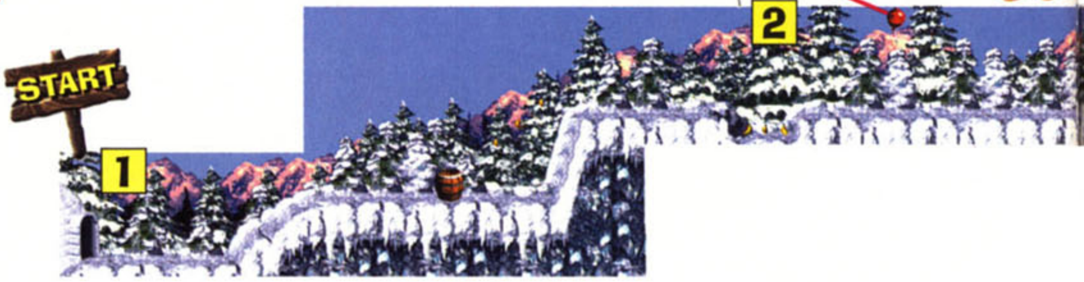
GORILLA GLACIER

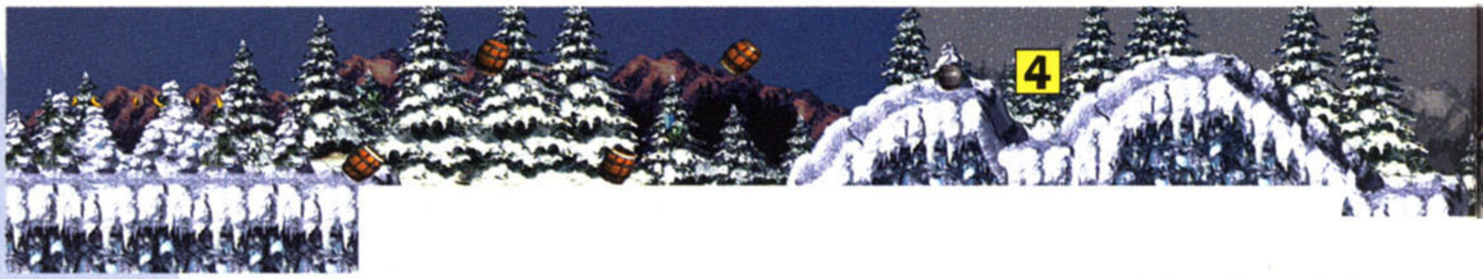
Snow Barrel Blast

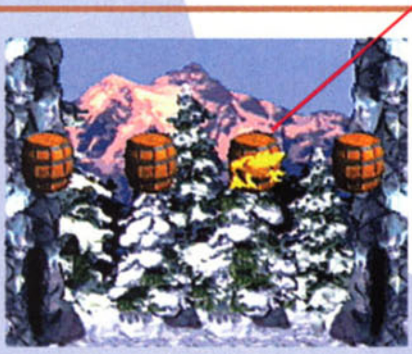


This is a fairly long stage, but there are large portions of territory that you can cover in a relatively short amount of time. *How* you say? Well, they don't call it Snow Barrel Blast for nothing! This is treachery of the worst kind for those inept at the art of barrel-blasting. But for skilled barrel-blasters, there is a nice reward for being fast!

Bonus Areas	3
#-Up Balloons	2
Hidden Items	0

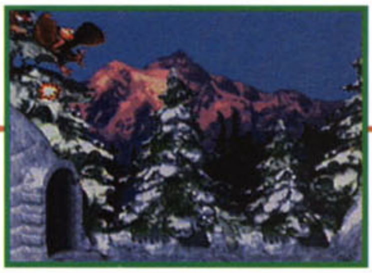


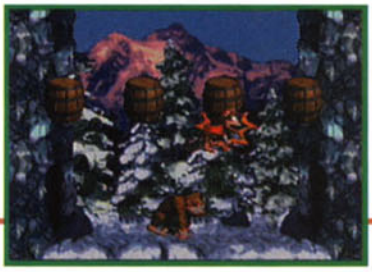




1 Bonus Area

You may have been lucky enough to see this one in *The Making of Donkey Kong Country* video. Jump up on the igloo and then bounce off of the first Necky that comes along as it flies slowly toward you. Inside, play the guessing game correctly and you'll score a Winky Token.

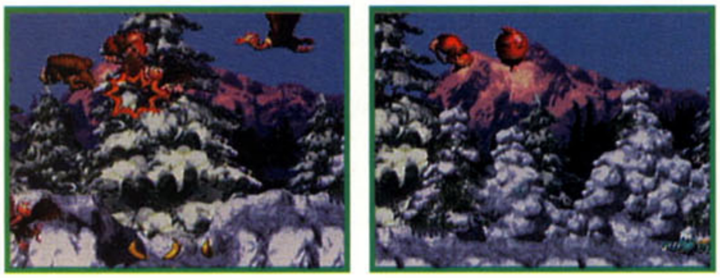




Snow Barrel Blast

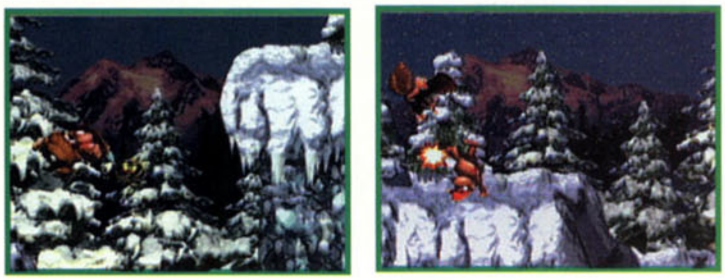
2 Bounce To A 1-Up

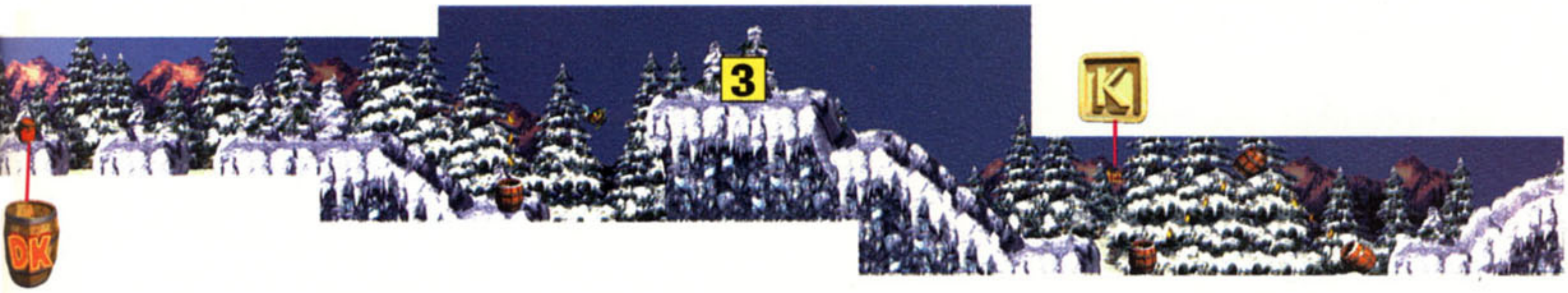
As soon as you shoot out of the first barrel and land on the higher level of the path, jump up to the Necky that's flying toward you. You'll bounce consecutively off of three Neckys and then you'll be able to grab a 1-Up Balloon that's beginning to float away. DK and Diddy can both get the red balloon with ease, but their jumping and bouncing patterns will be different.

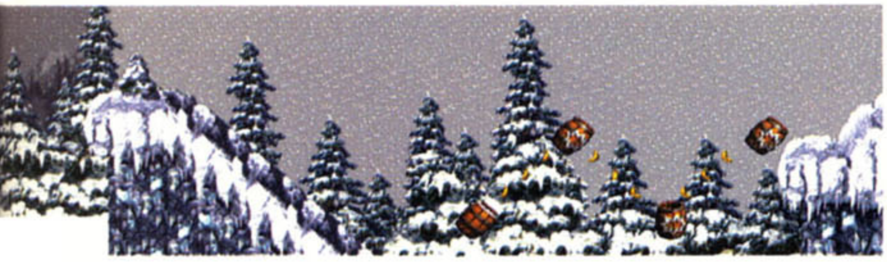


3 A Quick Spin

As you land at this elevated point just after shooting out from the barrel to the left, press the Y Button to execute a cartwheel attack or spin move. There will be a Necky bearing down on you and the spin will put the Necky out of commission. This isn't the only way that you can avoid the Necky, but it's a simple and convenient technique to use in situations such as this.



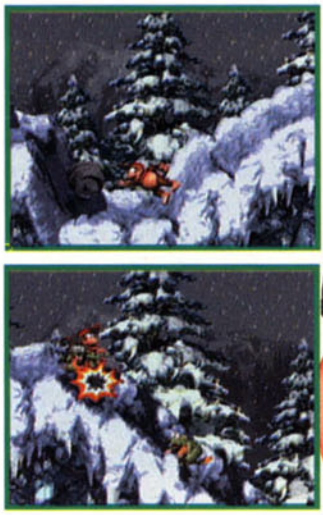




TO
A
pg. 72

4 Roll A Keg

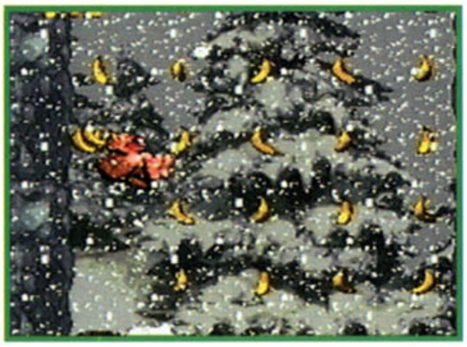
There will be a pack of Gnawtys walking toward you like little green zombies when you pass the Steel Keg. Instead of dealing with the Gnawtys individually, just grab the Keg and toss it back against an incline and let it take the Gnawtys out.

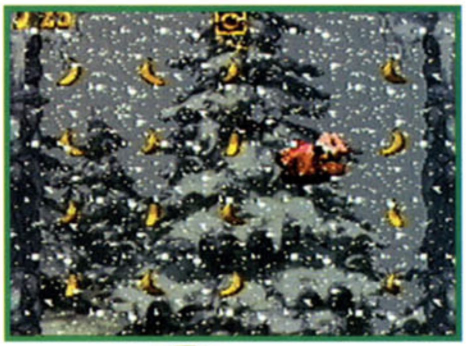


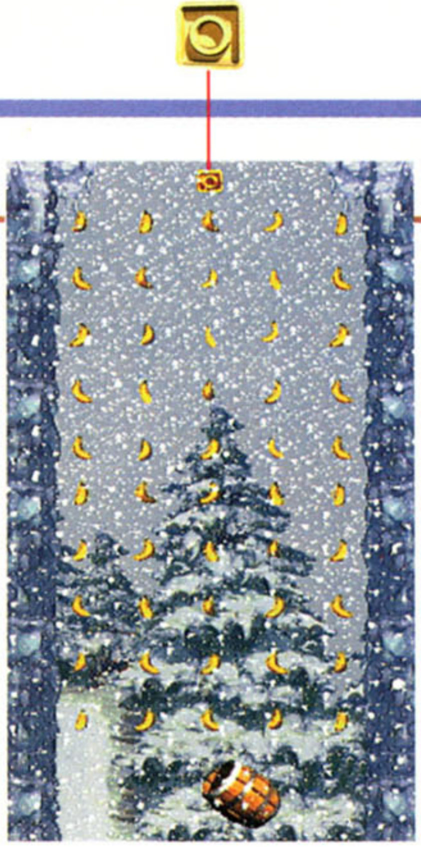
GORILLA GLACIER

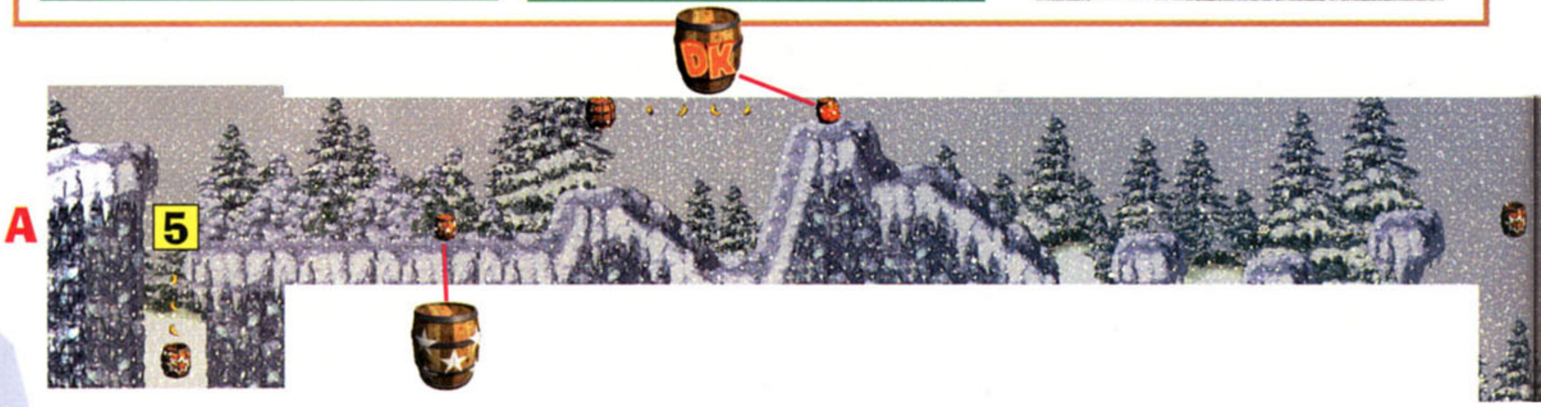
5 Bonus Area

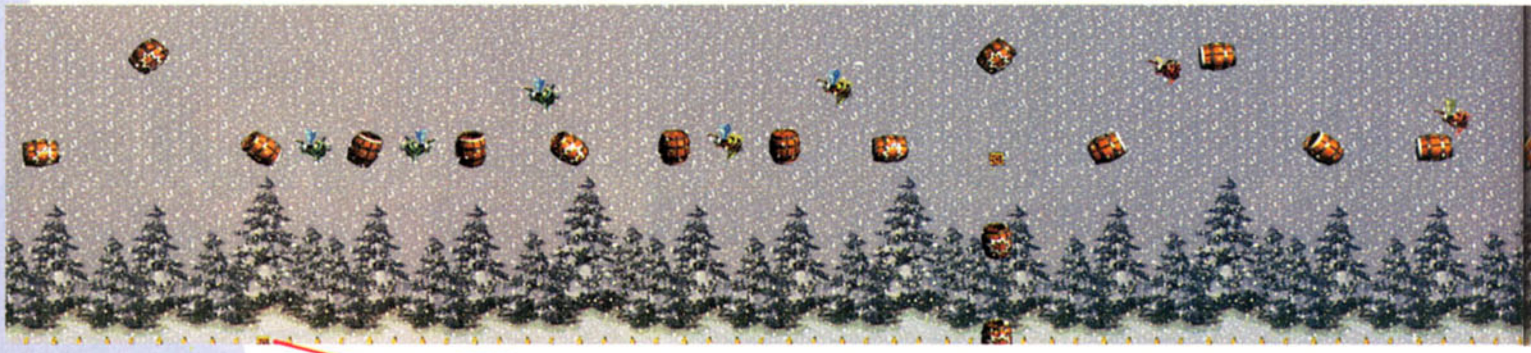
Once you've demolished the Continue Barrel, turn right around and head back to the left. Don't run off without looking where you're going, though. A Krusha will block your path. Get by the Krusha by jumping over him and then fall off the ledge and into a Barrel Cannon. The bananas will show you where to go. Blast up to the Golden Letter O in the Bonus Area.





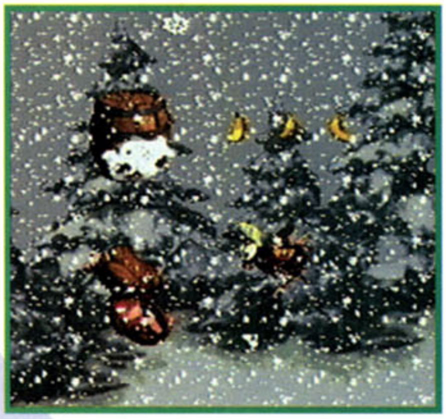


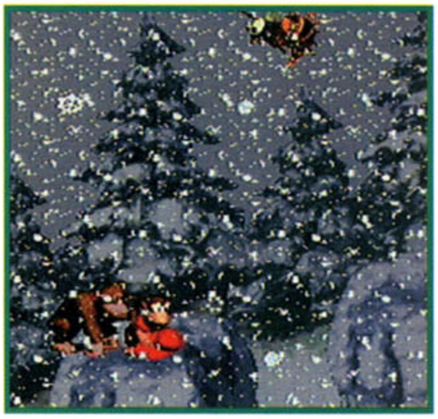




6 The Way

Shoot straight down out of the second barrel in the series of three barrels in this section and you'll land on a small ledge. The second barrel is the only one here in which you can control the direction that you get shot out of it. Jump to another small ledge and then jump into the Barrel Cannon to go to another Bonus Area.

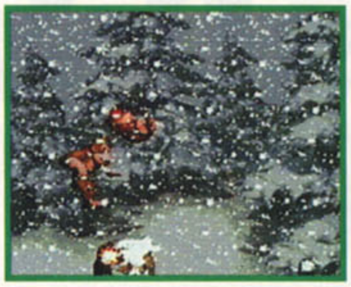


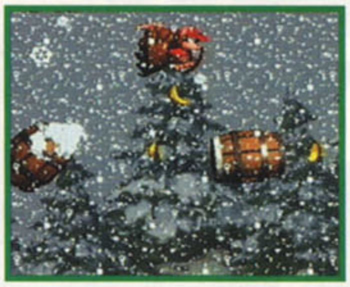


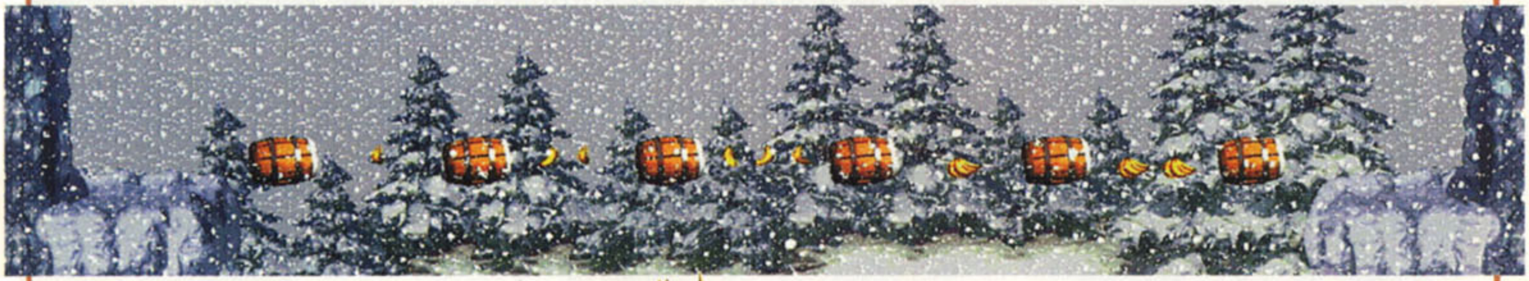
Snow Barrel Blast

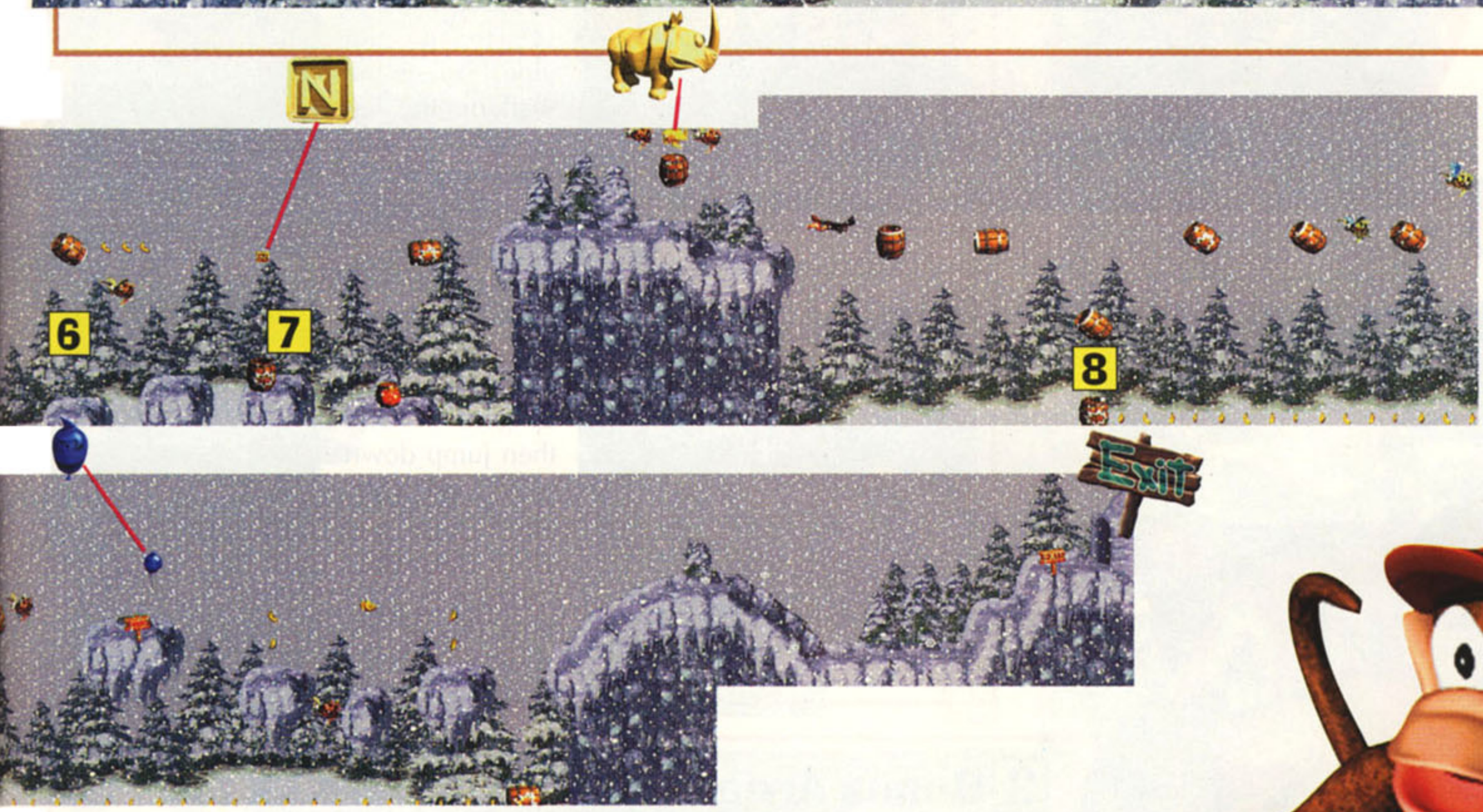
7 Bonus Area

Looking at the map, you can see that there is more than one way to approach the Barrel Cannon that shoots you off to this Bonus Area. If you approach from the left, you'll bag the Golden Letter N as you blast out of the Barrel Cannon.



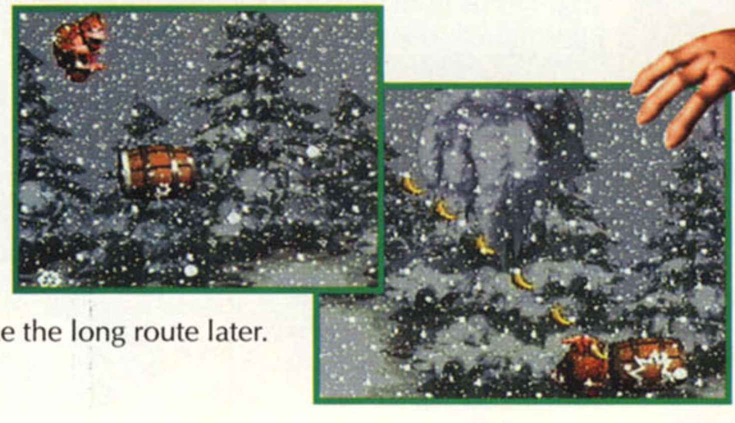






8 Shortcut!

This is top secret! Don't tell your friends about this one—just show 'em! Shoot *straight* down out of the third barrel in this long and testing series of barrels. It's definitely taking the easy way out, but who cares! You can always go back and take the long route later.

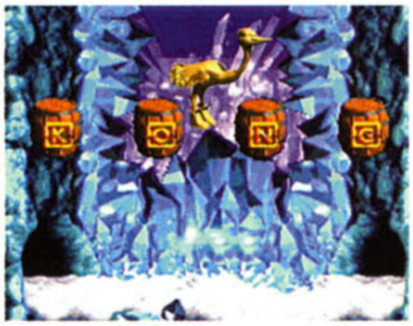


Slipslide Ride

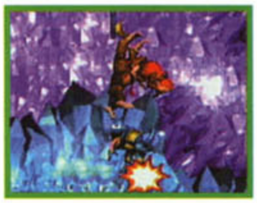
This stage represents a variation on the cave theme. It's a cave, but since it's so high up on the mountain, it's all iced over. As you might expect, the ground is slick and you *will* slide around on it. That fact will have some effect on the way you scamper along through the stage. The blue vines move you down and the reddish colored vines will automatically take you up.

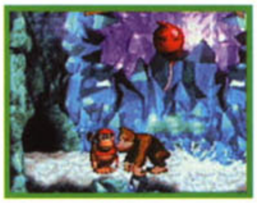
Bonus Areas	3
#-Up Balloons	1
Hidden Items	1

1 Bonus Area

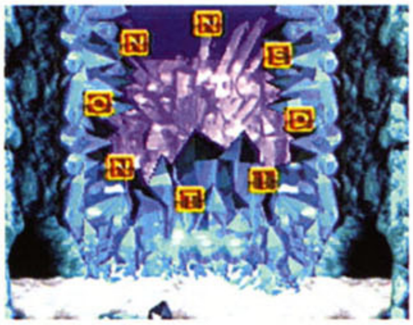


Just as you begin this stage, you'll see a blue vine leading upward. Bounce off the head of a Kritter to reach the vine. Smash the wall on the left with the barrel that's near it.

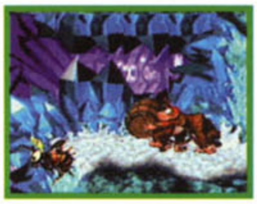


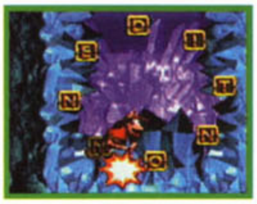


2 Bonus Area



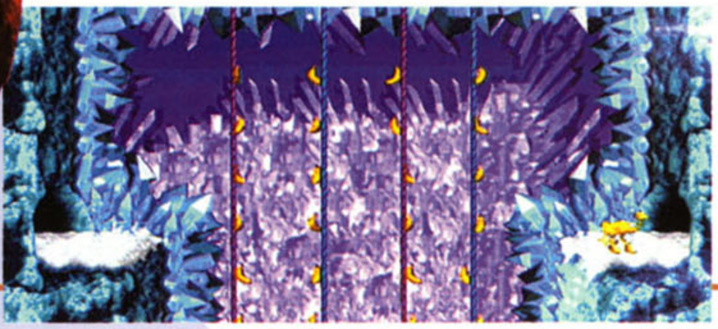
Grab the barrel on the ledge between the Zingers and then jump down with it, smashing into the left wall at the bottom. Just don't hit the Zinger when you jump down!

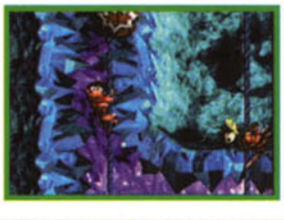




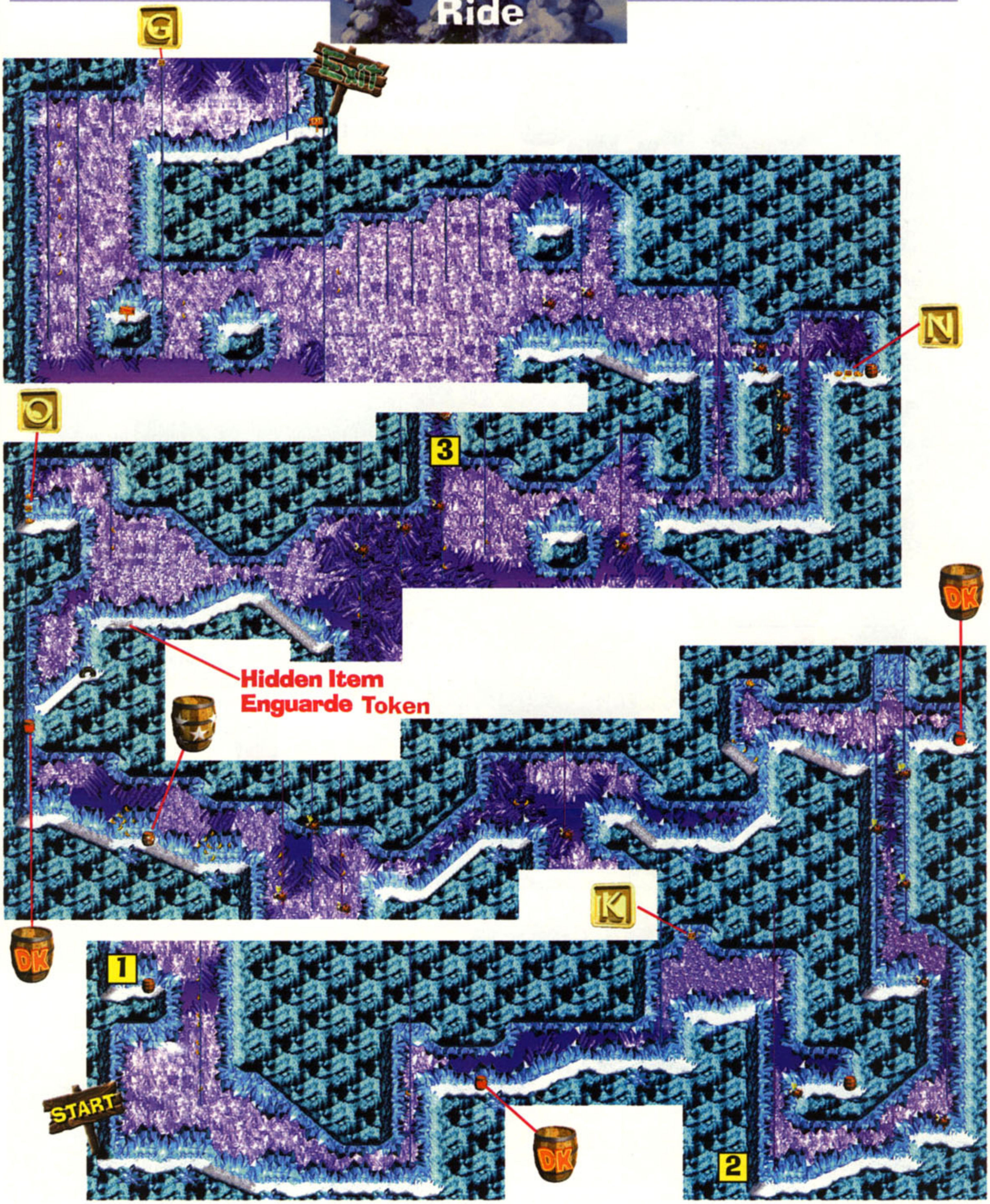
3 Bonus Area

Your jumps from vine to vine have to be very precise in order to get into this Blast Barrel. The Zingers have been positioned very carefully in order to hinder your attempts at entering the barrel.





Slipslide Ride

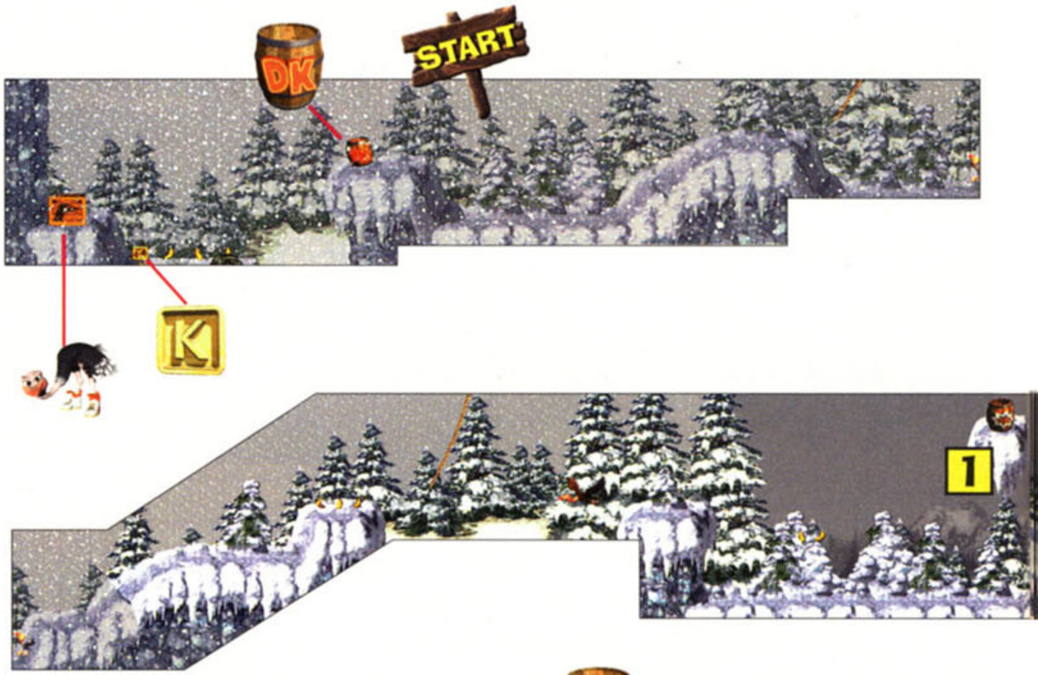

Hidden Item Enguarde Token

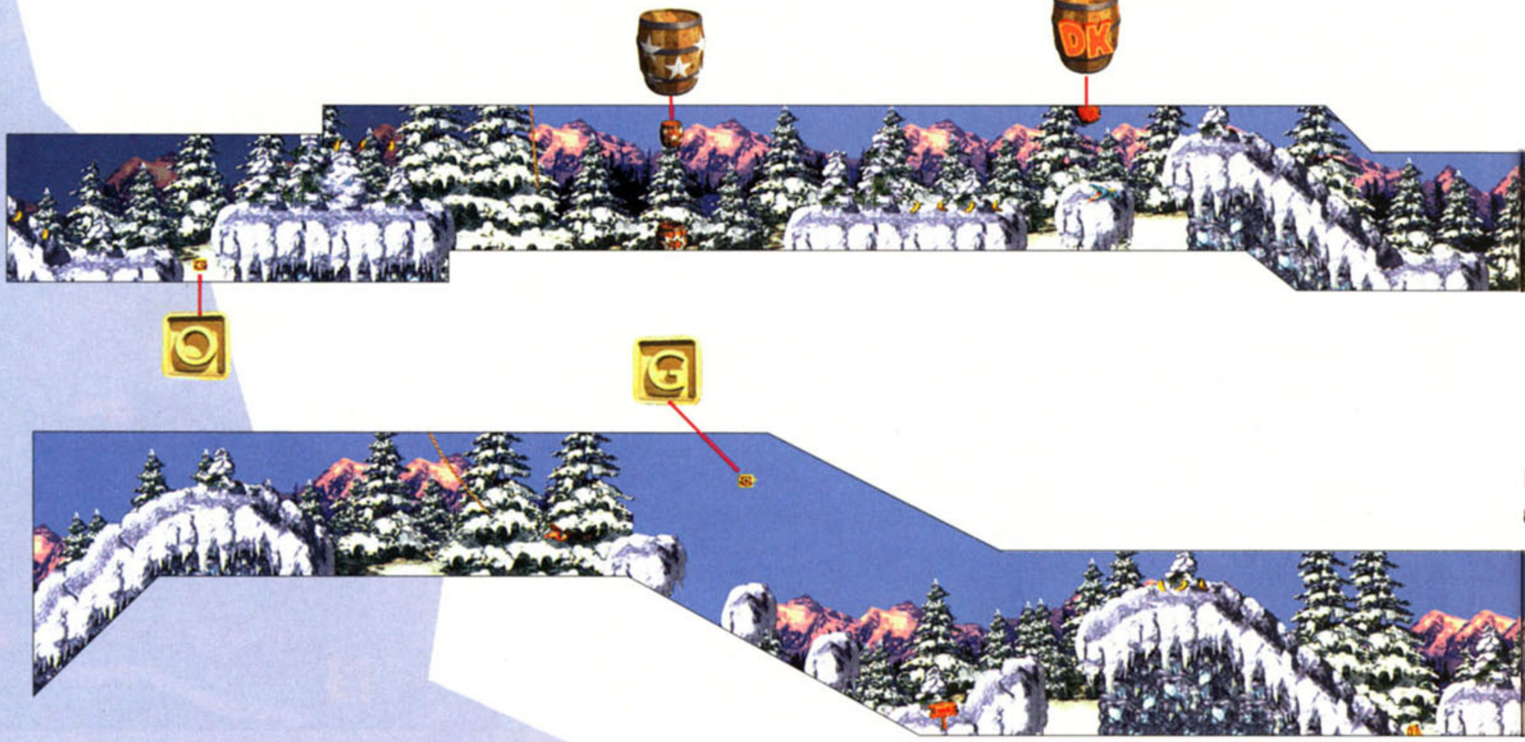
G
EXIT
N
O
3
DK
K
1
START
DK
2

Ice Age Alley

One of the things that you'll immediately notice about this stage is that you don't start at the very beginning of the map. There's a section that extends out to the left! You don't have to go that way, but it's best if you do! The Golden Letter K and, more importantly, Expresso are to be found over there. When talking about Bonus Areas, you'll need Expresso's help later on in the stage.

Bonus Areas	2
#-Up Balloons	1
Hidden Items	0

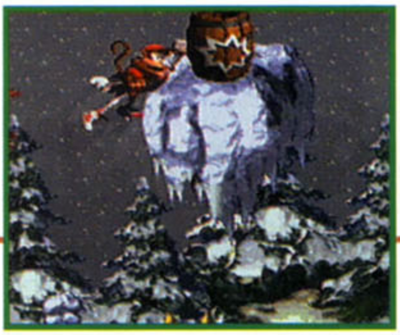


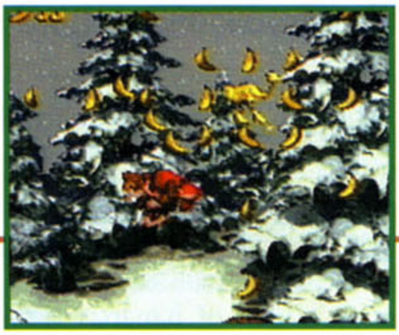


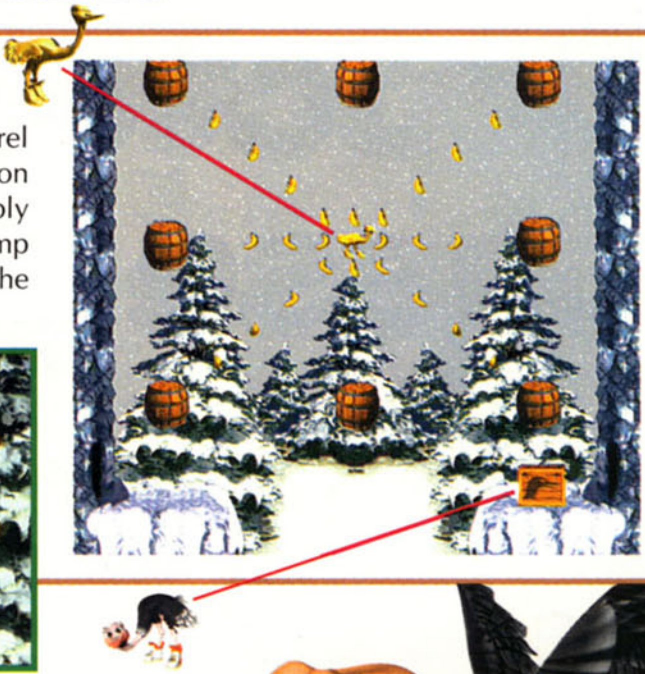
Ice Age Alley

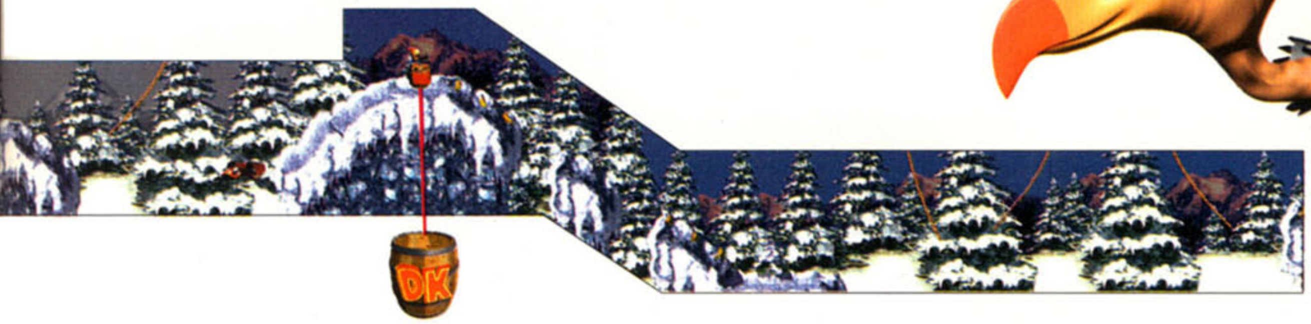
1 Bonus Area

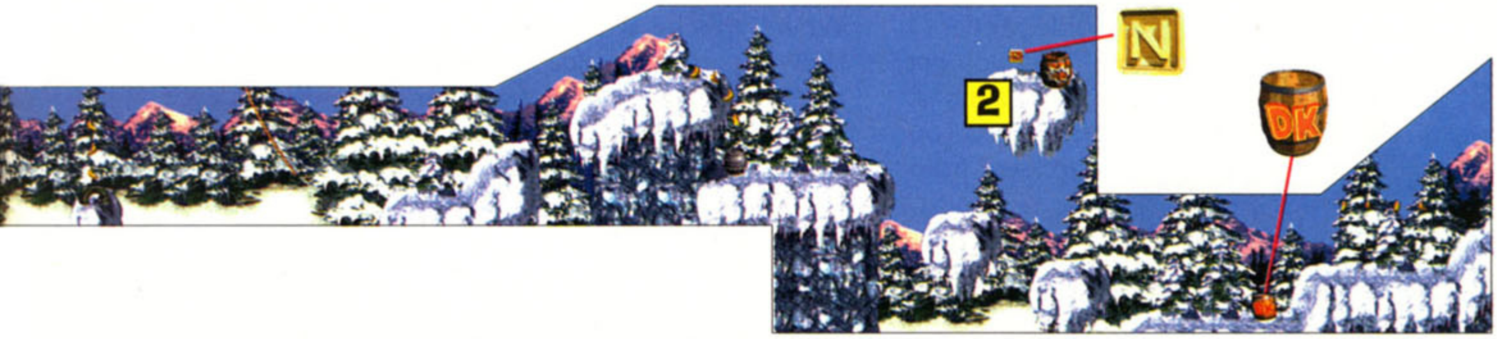
You can either employ Expresso to fly you up to the Barrel Cannon on top of this small ledge or you can bounce up on the Neckys. If you choose to fly Expresso up, you'll probably have to leap off of him when you get close to the ledge. Jump off by pressing the A Button. Be sure to grab Expresso from the crate when you exit this Bonus Area.



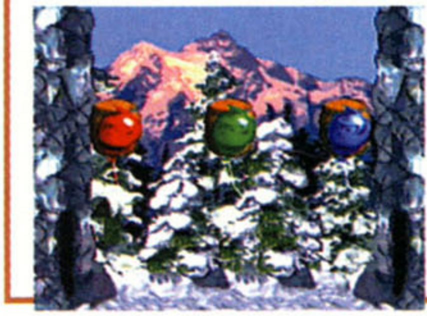




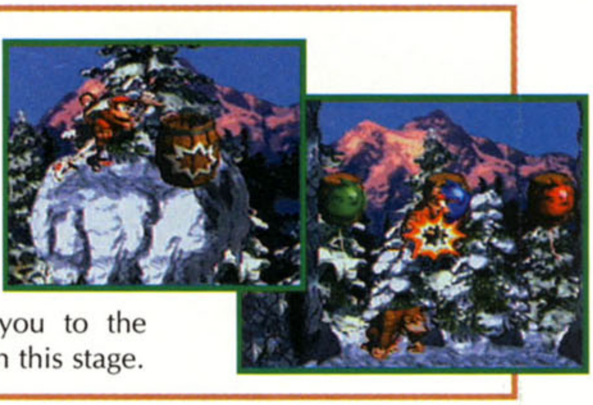




2 Bonus Area



When you see the steel Keg...stop. Above it is the ledge that you'll need to fly off of (with Expresso, of course) in order to reach the Barrel Cannon that takes you to the second Bonus Area in this stage.



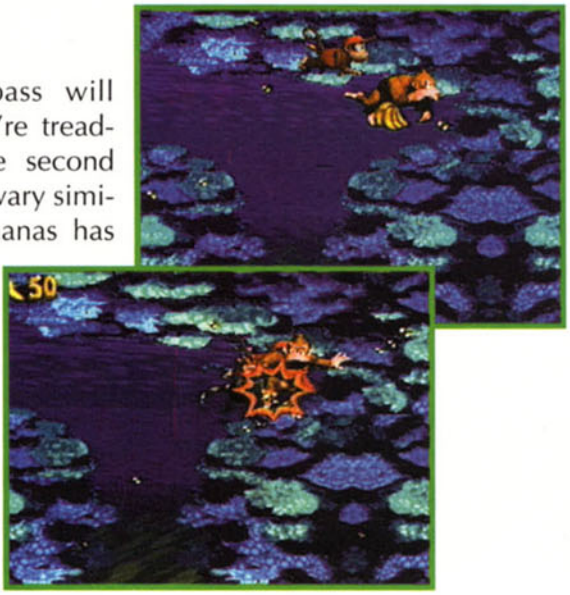
Croctopus Chase

If any stage epitomizes a flat-out, streak-to-the-Exit-as-fast-as-you-can stage, it's this one. The reason you'll be swimming in an all-out craze is because you'll have spinning Croctopuses on your tail for most of the stage. There are no Bonus Areas to locate here. However, there *are* two semi-hidden sections that you'll want to get into.

Bonus Areas	0
#-Up Balloons	1
Hidden Items	0

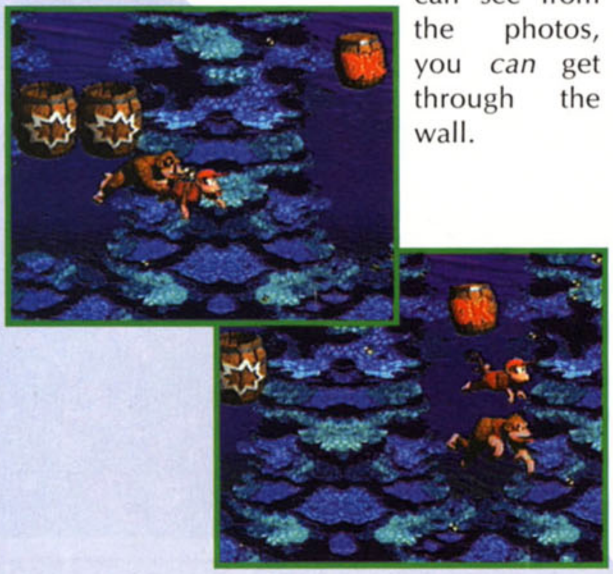
1 It's A Trap!

Each Croctopus that you pass will become enraged because you're treading through his territory. The second Croctopus has set a trap for unwary simian travellers. A bunch of bananas has been strategically placed to lure Donkey Kong and Diddy into a trap. **Don't** go for these bananas unless you're positive that you can get them. The spinning Croctopus will be charging hard from the rear and he will stop spinning right where those bananas are located.



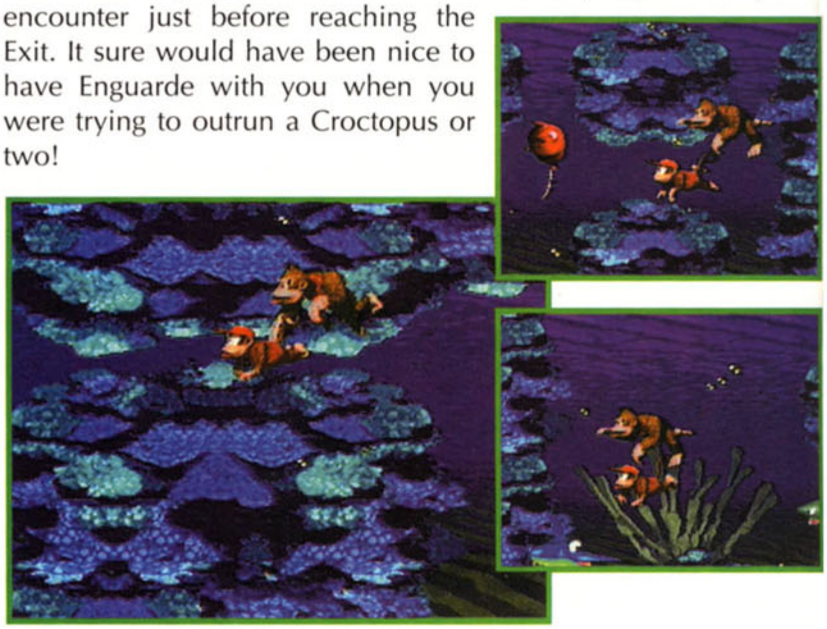
2 More Secret Stuff

To reach the DK Barrel and the Golden Letter O in this area takes a little hunting. After you get shot out of the lower pair of Barrel Cannons, check the wall on the right for passages. As you can see from the photos, you *can* get through the wall.

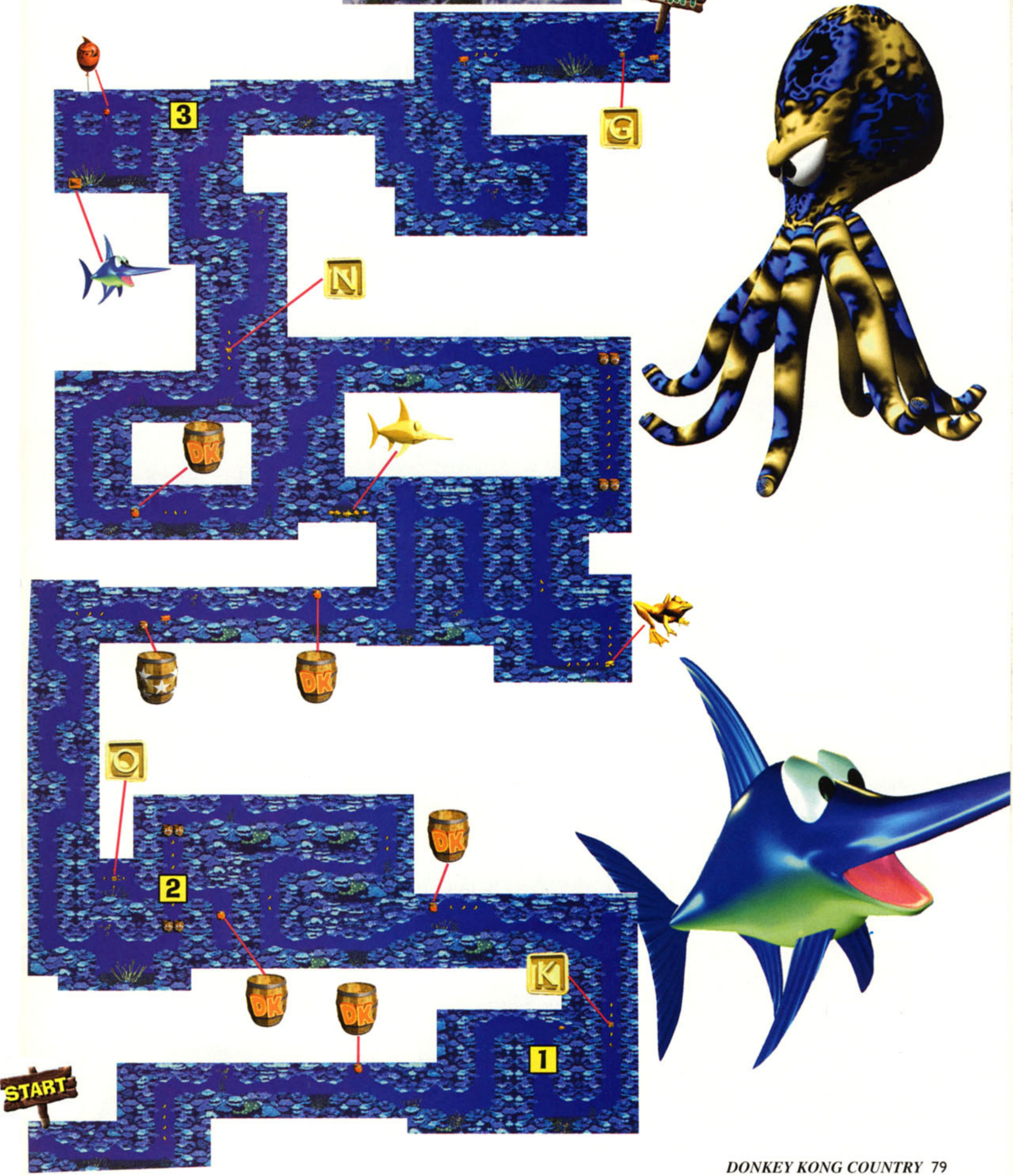


3 Find Enguarde

Where was he when you really needed him? Oddly, Enguarde shows up in a crate near the **end** of the stage. About the only thing that he'll help you with is the pack of Squidges that you'll encounter just before reaching the Exit. It sure would have been nice to have Enguarde with you when you were trying to outrun a Croctopus or two!



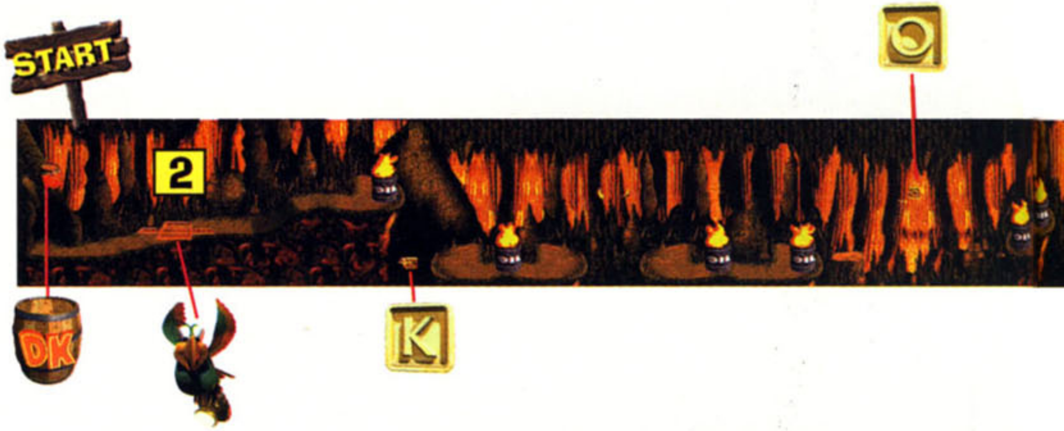
Croctopus Chase


Exit
3
G
N
DK
DK
O
DK
2
K
DK
DK
1
START

GORILLA GLACIER

Torchlight Trouble

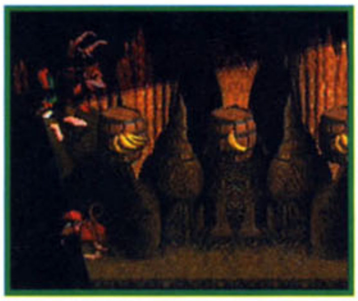
There won't be any trouble with the lights when you bust Squawks and his lamp out of the crate at the beginning of this stage. When hunting for the Bonus Areas or jumping the long gaps, it's better to use Diddy. But for attacking the many Krushas in this stage, Donkey Kong will have to get the nod because the big ape can take a blue Krusha out by jumping on top of him—whereas Diddy can't.

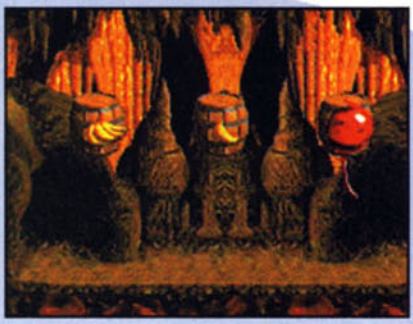


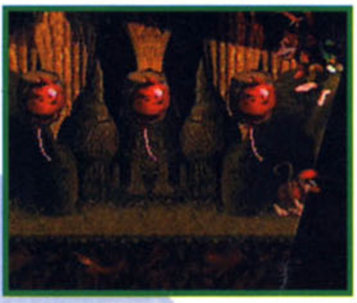
Bonus Areas	2
#-Up Balloons	1
Hidden Items	0

1 Bonus Area

This one's easy! Jump up and grab the Regular Barrel, turn around and then drop back down. You can blow open a hole in the wall that was directly under the barrel to enter the Bonus Area. A guessing game is waiting inside. Go for the 1-Up!







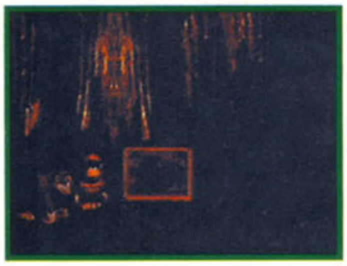
Torchlight Trouble

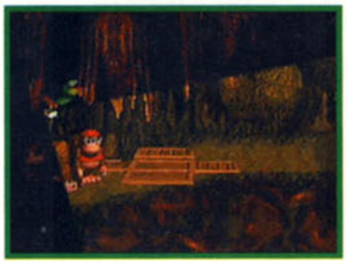
2 Need A Light?

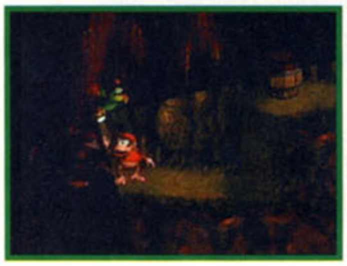
Crack open the crate when you start off this stage and Squawks will light your way through the entire level. Squawks plays a limited role in the game. In fact, if you want a greater challenge, jump over his crate and don't use him at all!

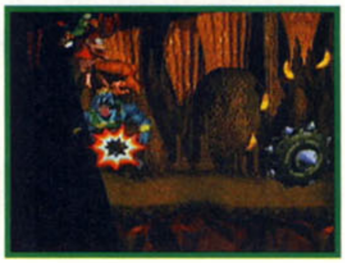
3 DK Power

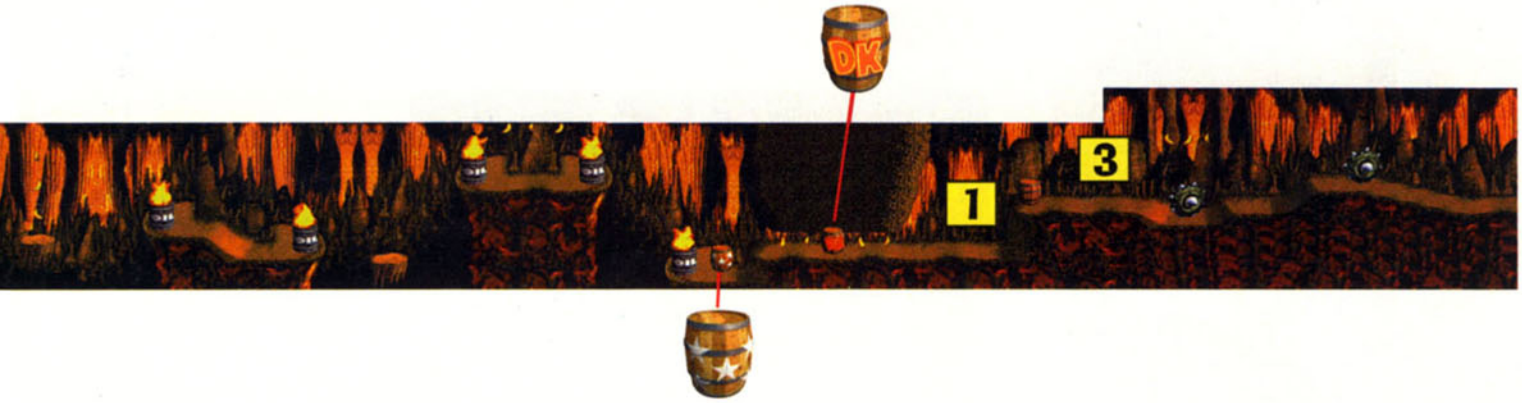
Here again, the cruel forces of nature have conspired against Diddy to make him smaller and lighter than his big buddy, Donkey Kong. Switch to Donkey Kong when you go through this section because the Krushas will be out in full force.

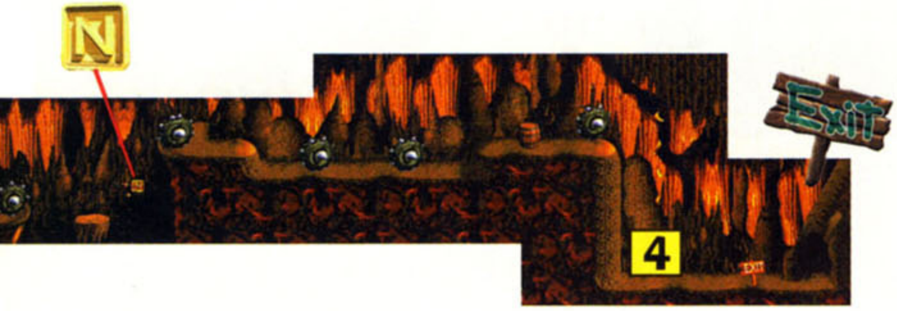






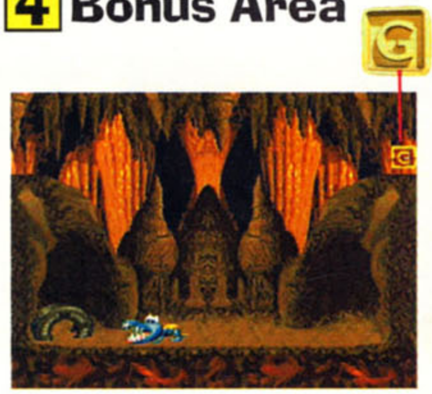


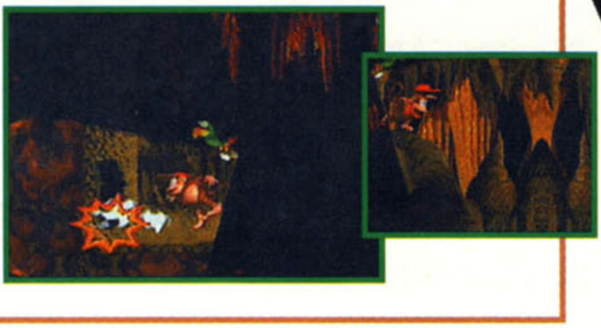




4 Bonus Area

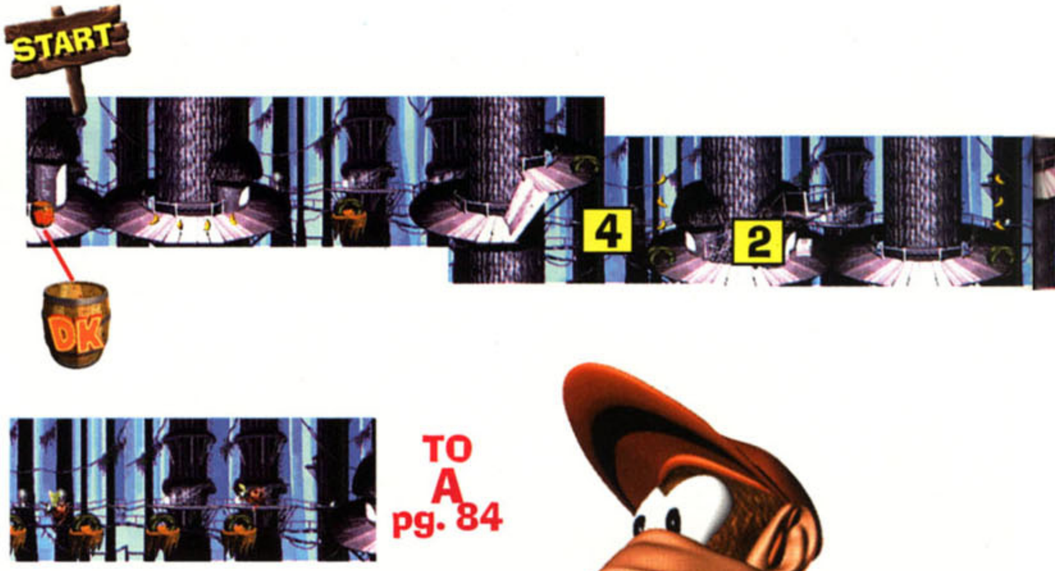
Carry a barrel along with you as you jump over the Mincer, following the banana trail. Hit the left wall at the bottom.





Rope Bridge Rumble

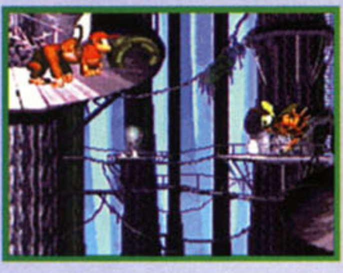
This stage isn't too difficult, especially when you compare it to some of the stages that are coming up. There are a couple of places that can give you fits, like the criss-cross jumping Kritters and the packs of Zingers that you have to bounce over on moving tire platforms. Generally, there's a lot of tire-bouncing go on. It seems to be a defining trait of the treetops stages.

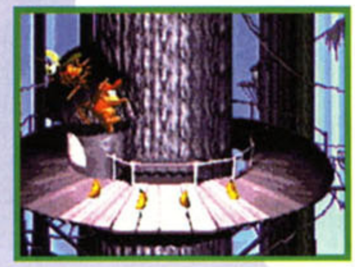


Bonus Areas	2
#-Up Balloons	0
Hidden Items	0

1 Go Long

When you spring off of the upper tire in this section as you move to the right, keep pressing Right. If you don't, you may get zinged by the Zinger that will be moving along with you. You should land at least as far as where the second banana is in the line of four bananas is.





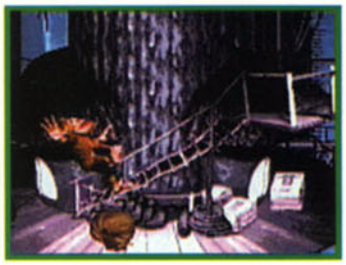
Rope Bridge Rumble

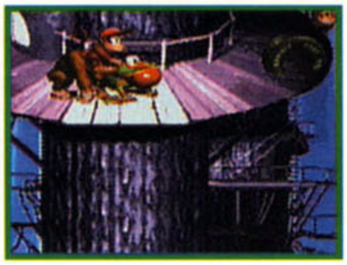
2 Army Attack

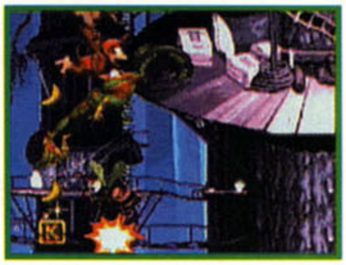
There will be twin Armys lurking on the platforms here. They can't wait to coil up and roll right into you! They also like to slam into you just as you are jumping on the tires in an effort to get away from them. Roll over *them*, instead.

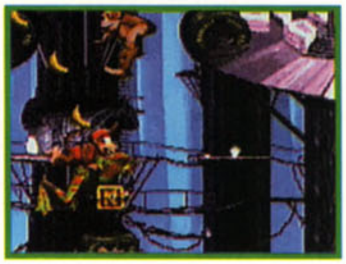
3 Getting The K

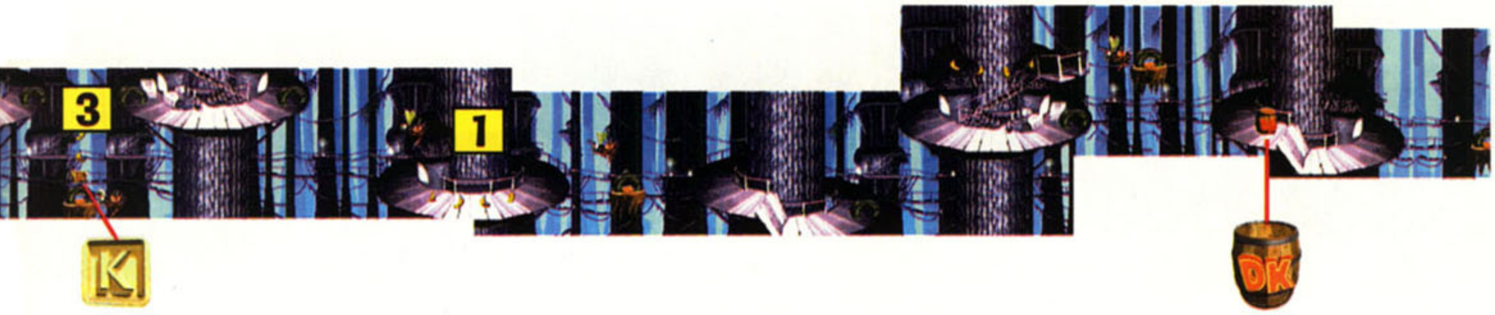
Before you jump down to get the Golden Letter K, pay close attention to where the Zinger is. He'll be busy (like a bee) rotating round the tire just below the letter. Wait until the Zinger passes by the letter before you jump down. If you have Winky, it's no problem at all!





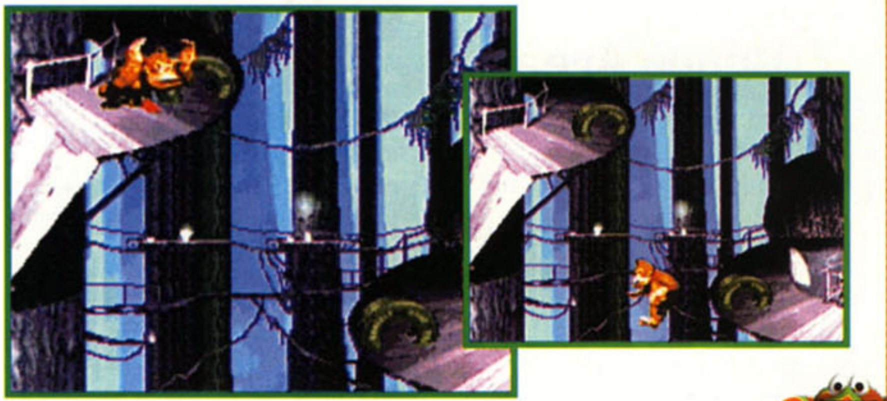


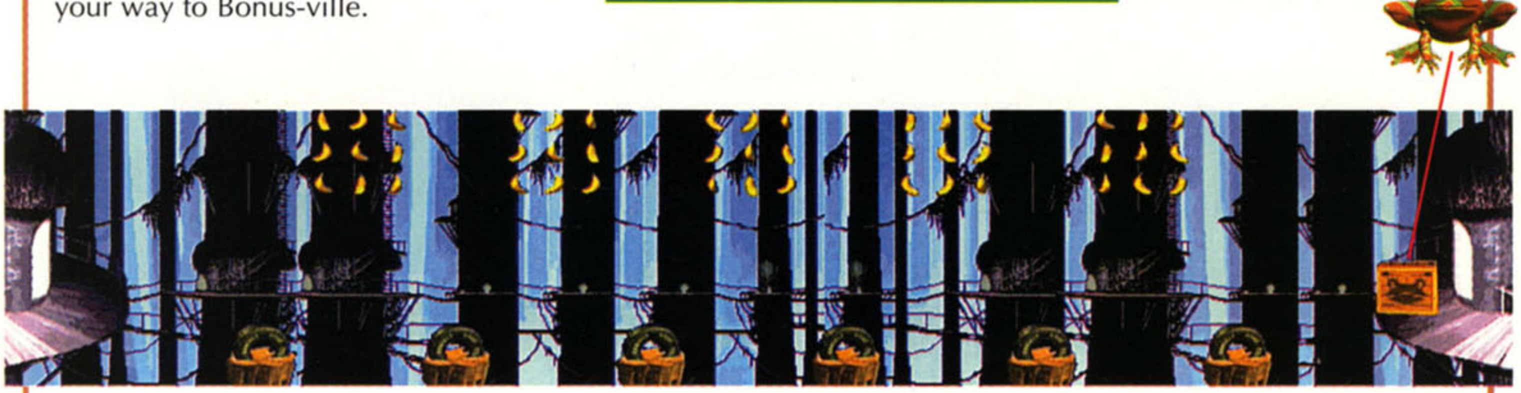




4 Bonus Area

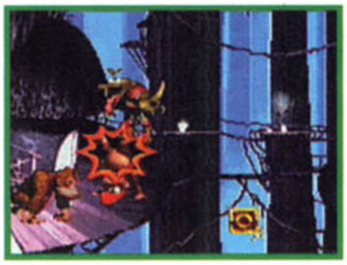
There is absolutely nothing that would tip you off to the notion that there is an entrance to a Bonus Area in this location. Nada. That being the case, this Bonus Area falls into the "often missed" category. Nonetheless, there *is* a Barrel Cannon down between the two tires on the platforms. Trust us, it's there. Just drop straight down and you'll be on your way to Bonus-ville.

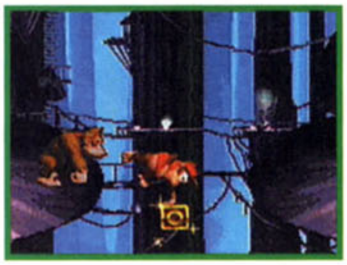




5 Bag The O

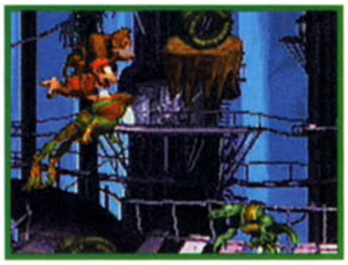
To get this Golden Letter O (and survive), you have to execute a rolling Super Jump. Just roll off the ledge and then jump just as you hit the letter. You should take out the Kritter first, though.

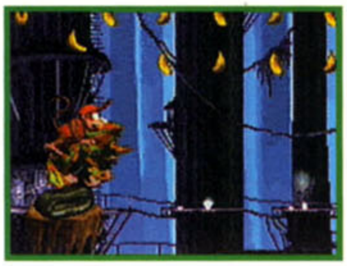


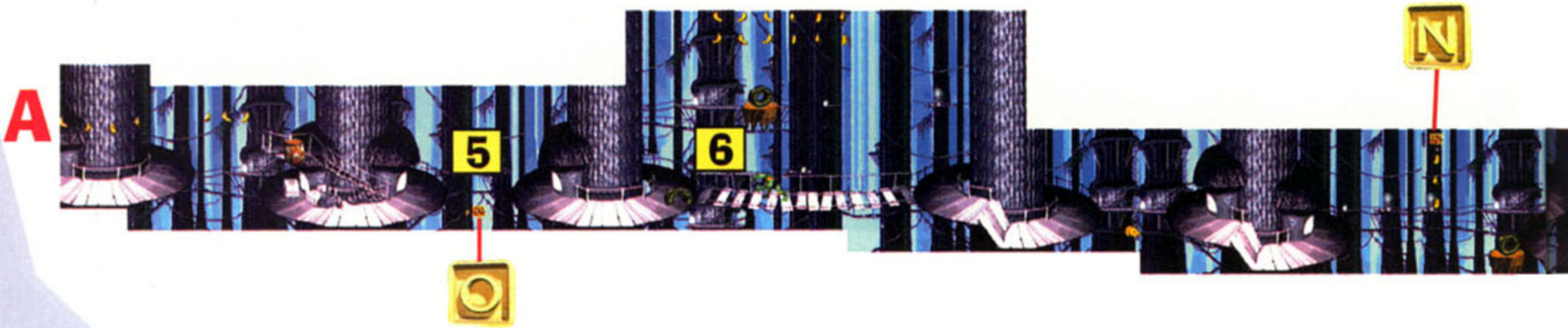


6 Kritter Patrol

A single Kritter patrols this bridge. Don't even worry about him. Bounce off the tire and land on the tire above on the moving ledge. Collect the bananas above and then continue onward.

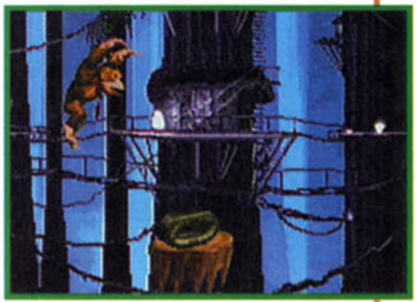


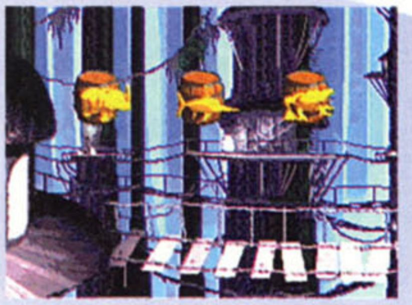


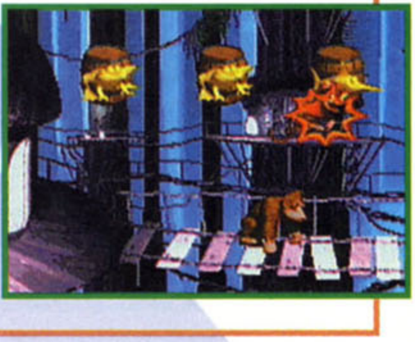


7 Bonus Area

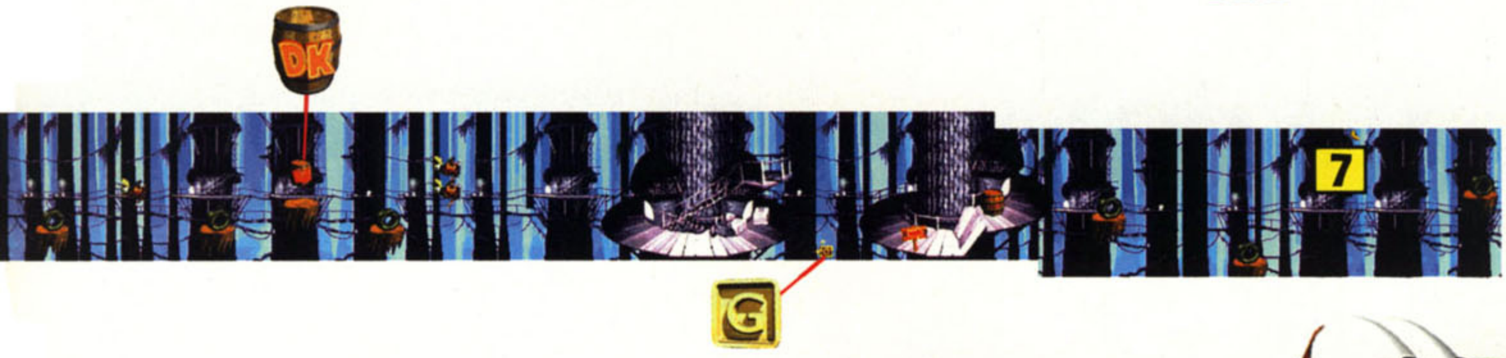
Jump on the tire that's on the first moving platform as it is moving to the right. Just as the *second* moving platform comes into view, you'll see a single banana at the top of the screen. Bounce off the second platform up to the banana. A Barrel Cannon is hiding off of the screen just above it. In the Bonus Area, you'll play a guessing game to win a goodie token.

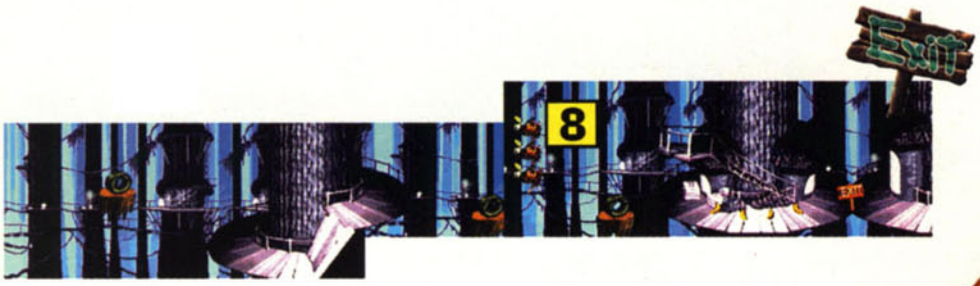






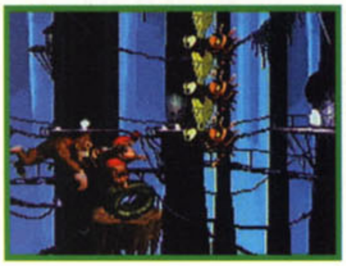
Rope Bridge Rumble

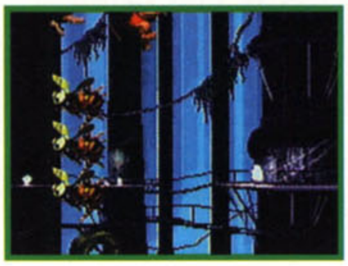




8 Triple Zinger Threat

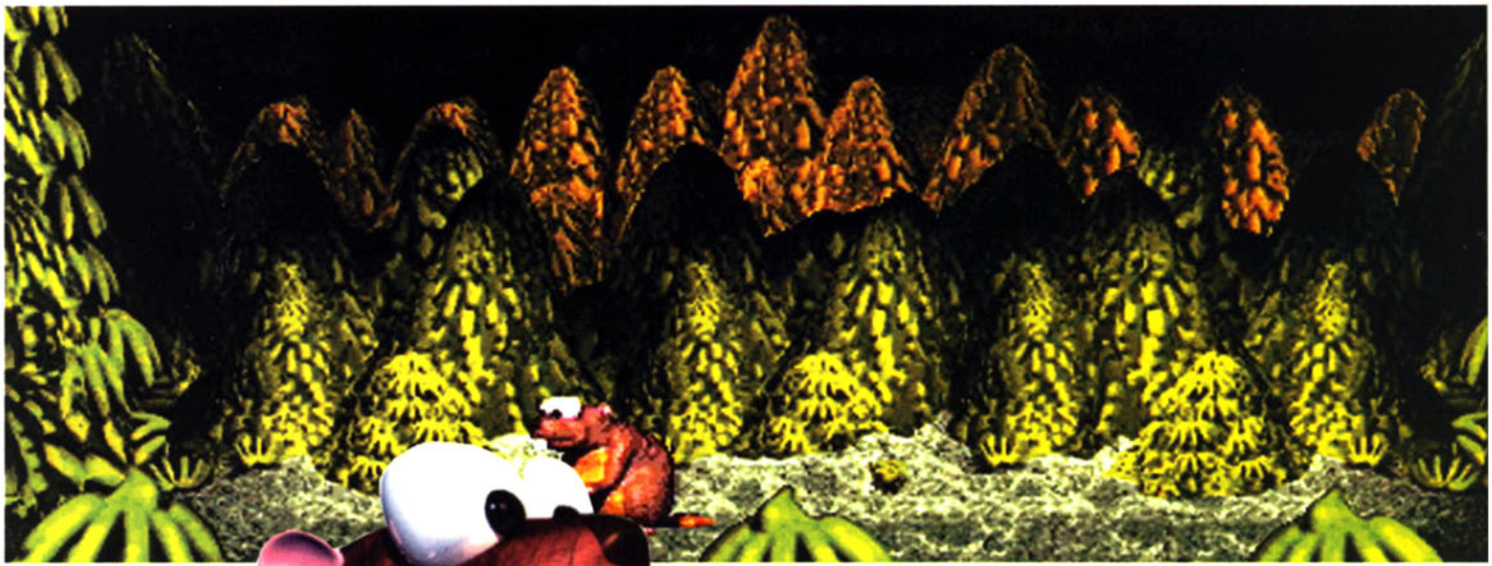
In this, the final gap in the stage, there are three Zingers stacked up to form a bee barrier. Wait until the tire platform begins to move away from you before jumping on it. It's a timing thing.

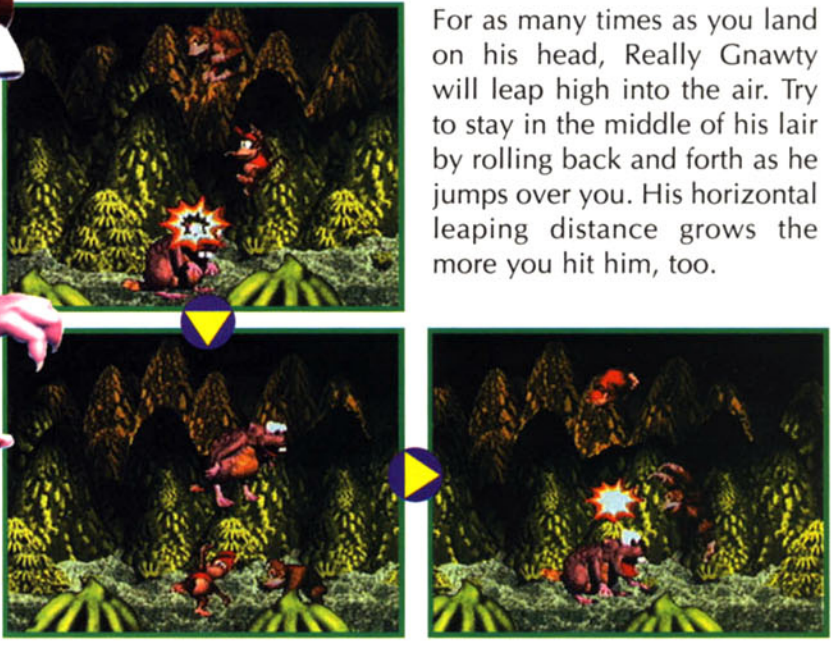




Really Gnawty Rampage

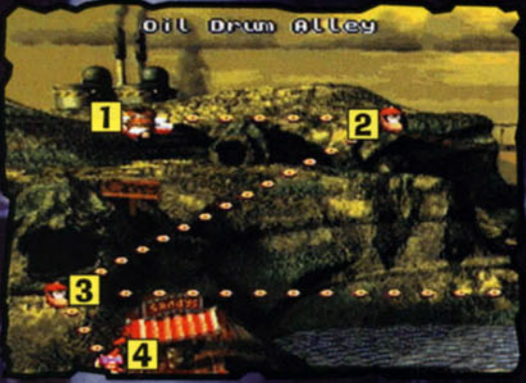
Like his relative, Very Gnawty, Really Gnawty is a beaver that likes to jump around and bash intruders who have stumbled upon his hideout. The amount of bananas that are here is staggering. How will Donkey Kong and Diddy carry all of them back to the hoard? Worry about that later.

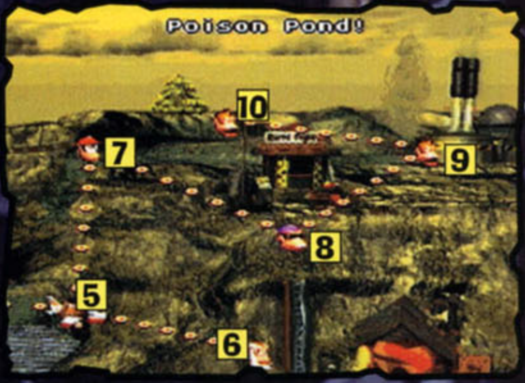




For as many times as you land on his head, Really Gnawty will leap high into the air. Try to stay in the middle of his lair by rolling back and forth as he jumps over you. His horizontal leaping distance grows the more you hit him, too.

KREMKROC INDUSTRIES INC.

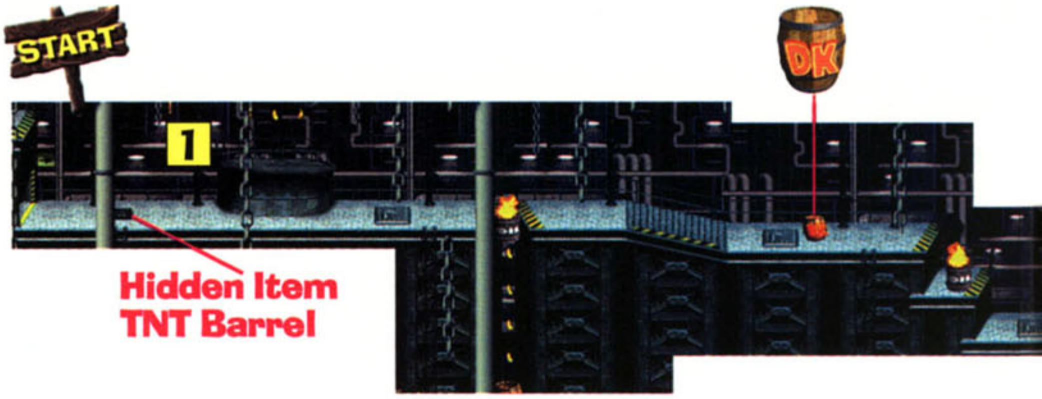

Oil Drum Alley
1
2
3
4


Poison Pond!
5
6
7
8
9
10

1. **Oil Drum Alley**
2. **Trick Track Trek**
3. **Elevator Antics**
4. **Candy's Save Point**
5. **Poison Pond**
6. **Cranky's Cabin**
7. **Mine Cart Madness**
8. **Funky's Flights**
9. **Blackout Basement**
10. **Boss Dumb Drum**

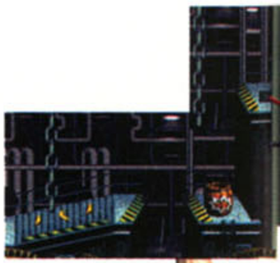
Oil Drum Alley

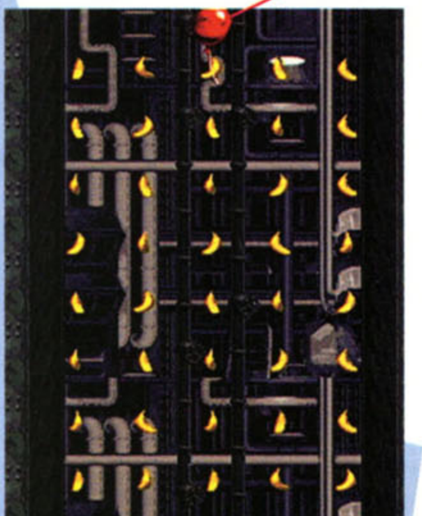
Welcome to the wastelands. This area of the island, once lush and overgrown with island greenery, has been stripped of all its natural beauty. Instead, smog clouds the air and there is a general lack of greenery. King K. Rool and his factories are to be held responsible for polluting the place. The levels of toxicity are high, so don't spend more time than you have to in this slimy area. There are many Items hidden in the factories.



Hidden Item TNT Barrel

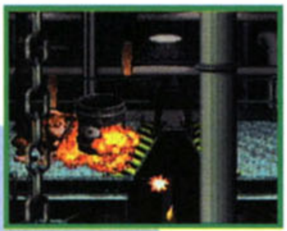
Bonus Areas	3
#-Up Balloons	2
Hidden Items	7





1 Bonus Area

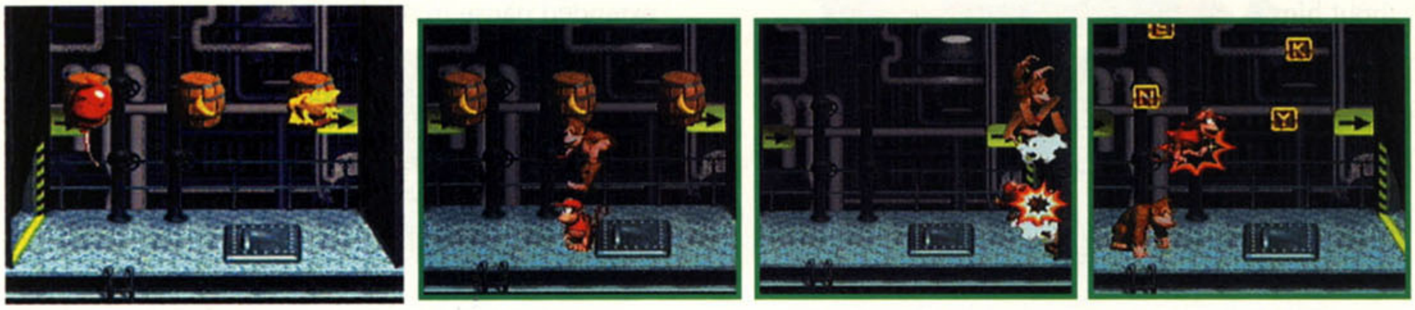
You may have seen this one in *The Making of Donkey Kong Country* video. If you grab the rope that is hanging down here, it will take you over to the left. Bust a TNT Barrel out of the black square on the floor and blow up the first oil drum. Fall down into the gap it creates.

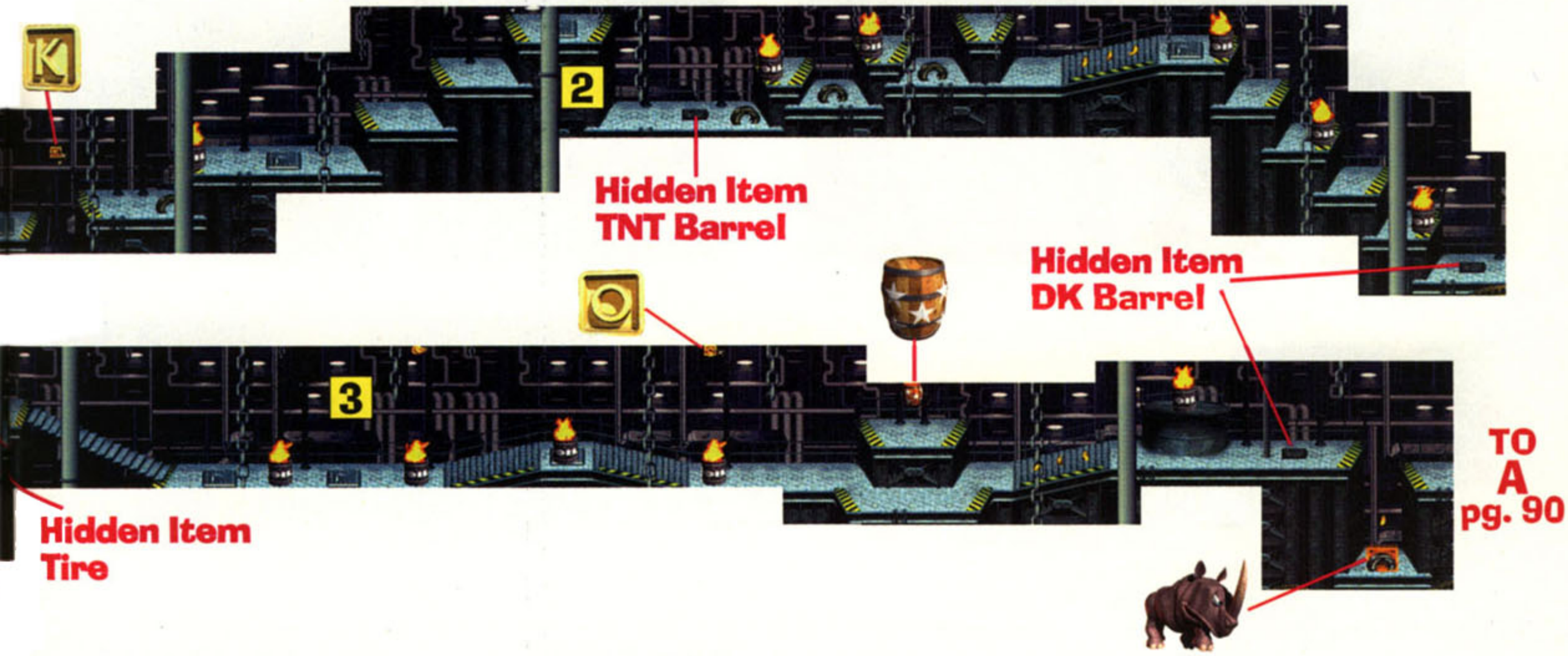


Oil Drum Alley

2 Double Bonus Area!!

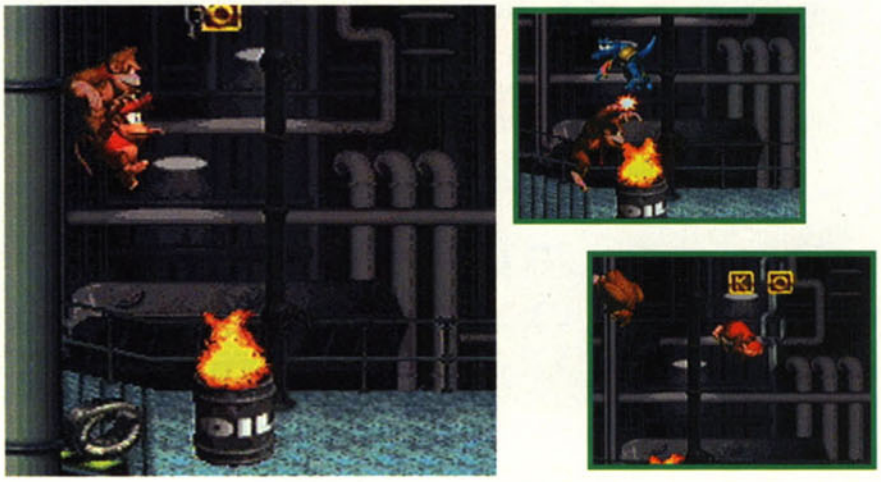
This will probably be ***the*** most-missed Bonus Area in the entire game. Players won't really have any trouble *finding* the Bonus Area, but there's a secret to getting into the second one here. Go for the smallest prize—the single banana when playing the game. If you get all three bananas, a barrel will drop down. Take that barrel and slam it into the right wall. Boom! A second Bonus Area! Take note—for the entire game, you can only get into the second Bonus Area **once**. You'd better do it right the first time.





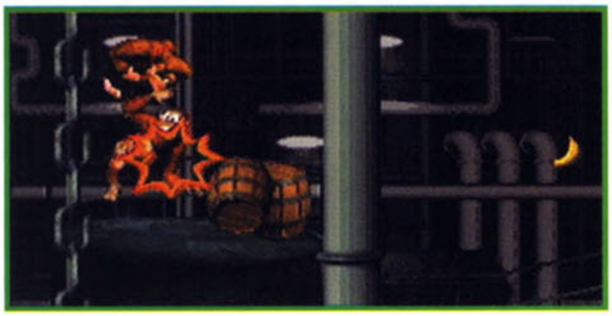
3 Too Tire-d?

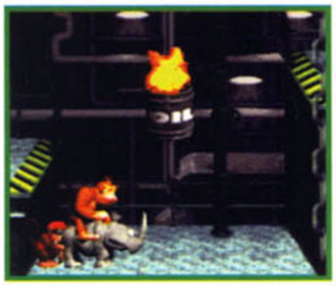
The main reason that the tire is located in this section of Oil Drum Alley is so you can use it to bounce over the oil drums and up to the elevated Items like the Golden Letter O. Big deal. There are so many high-jumping Kritters that you won't even need the tire. Just pounce and bounce on the Kritters to get enough air to snag all of the Items. In fact, getting the tire may be just enough of a distraction for you to get hit!

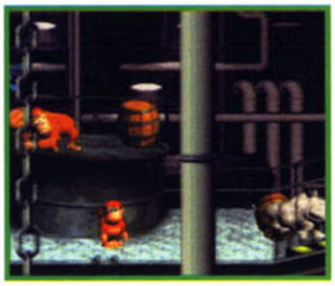


4 Don't Bring Rambi

This is one of those instances (it may be the only instance) when you don't really want to have Rambi as a companion. The terrain is a little too radical for the big rhino to handle. If you *want* to bring him along...fine. But you'll be much more agile if you go it without him.

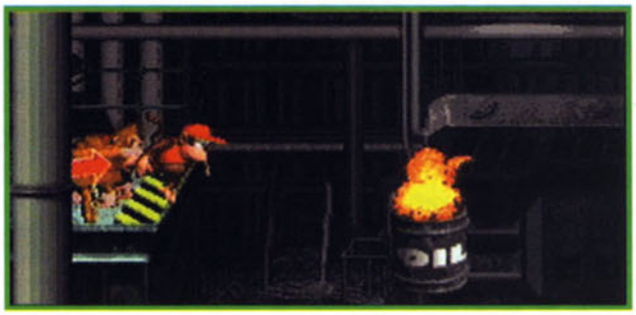


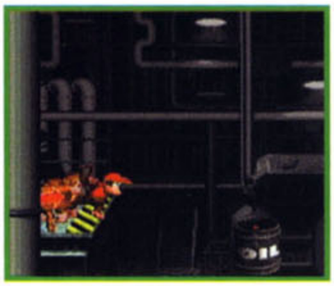


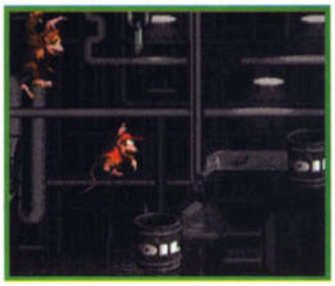


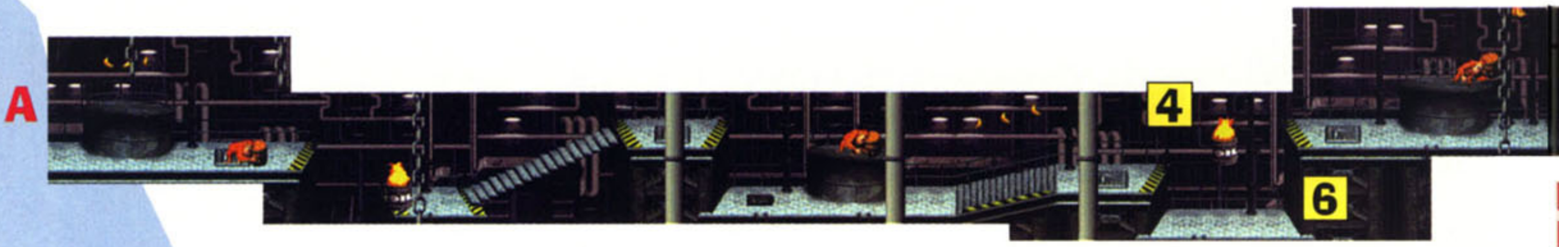
5 Flaming Barrels

All of the oil drums prior to the Continue Barrel are always ignited. All of the oil drums after the Continue Barrel flame on and off. The trickiest oil drums to negotiate are the ones where you have to jump from one oil drum to another. Jump when you anticipate an extended pause in the flames.



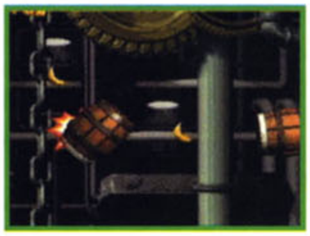


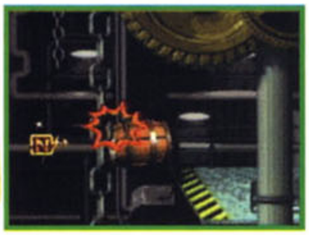


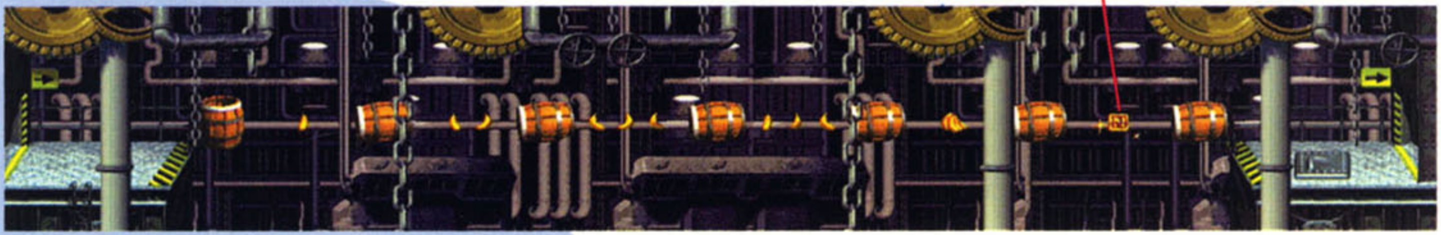


6 Bonus Area

A barrel slammed into the wall here will be your ticket into this Bonus Area. Just keep pressing the Y or B Button in order to shoot right through the barrels. It's simple and it's a valuable technique to know.



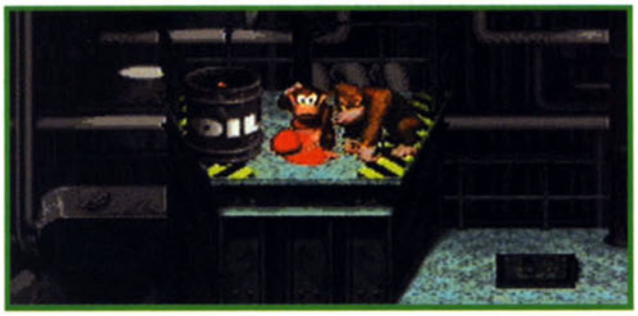


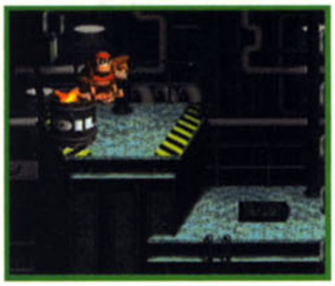


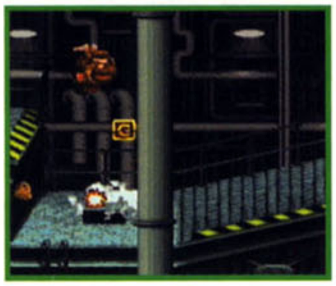
Oil Drum Alley

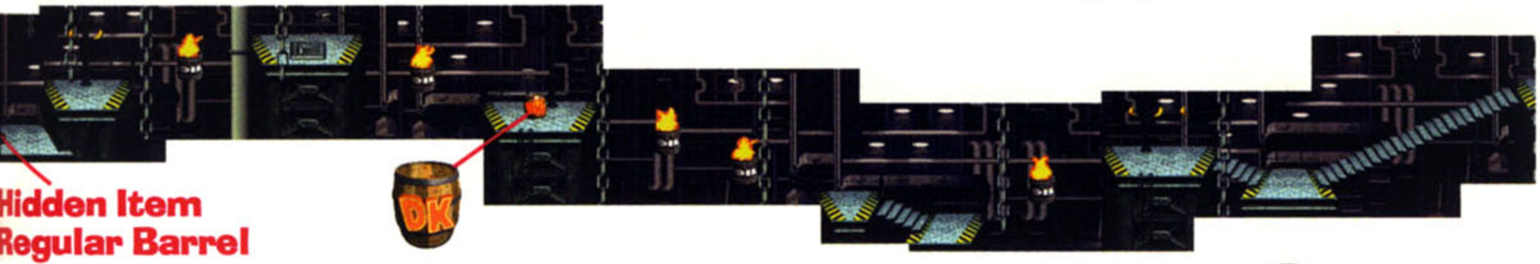
7 Jump For G

Wait until the fire dies down in the very last oil drum in the stage and then pounce up on top of it. Jump up and over to the right, landing on the small black square on the floor. With enough force, a Golden Letter G will pop right out of the square. It's an easy assignment--just don't get burned.

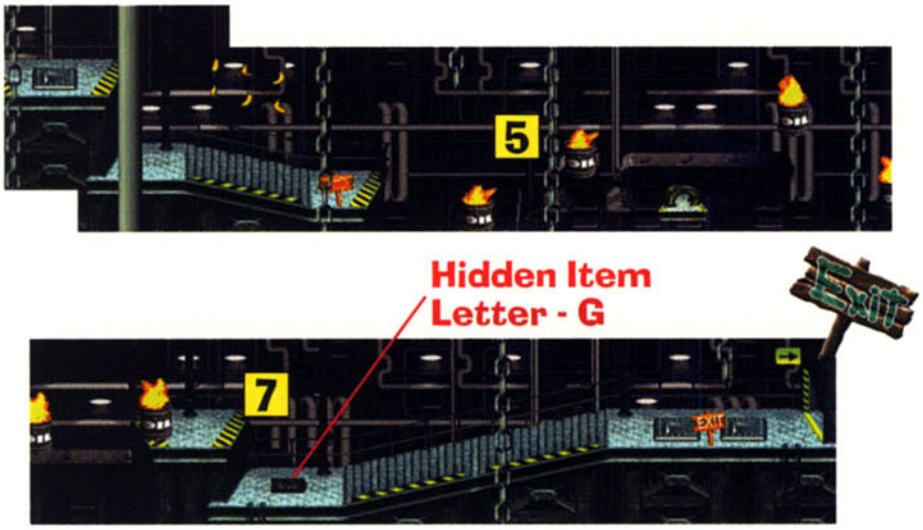








Hidden Item
Regular Barrel

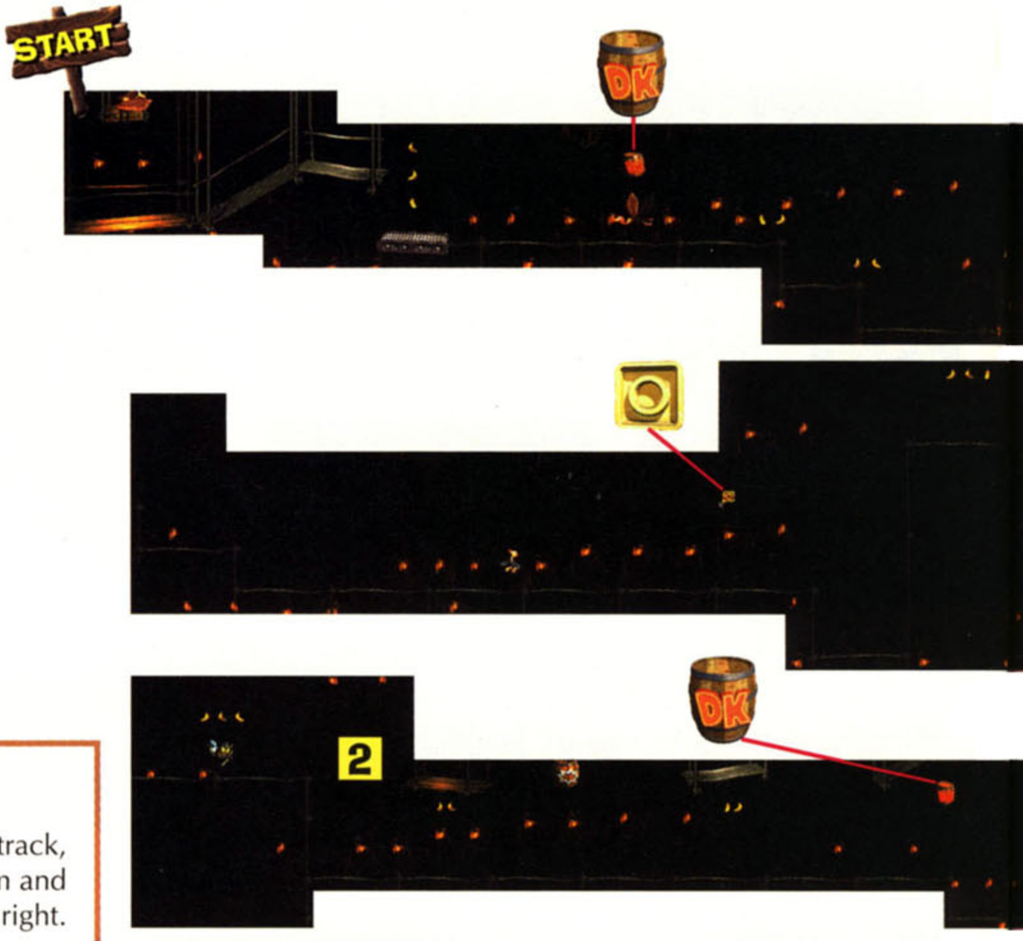


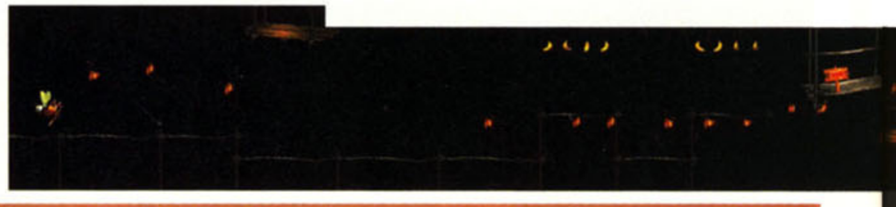
Hidden Item
Letter - G

Trick Track Trek

Back to the scaffolding. The burned-out mines seem to be located all over the island. This time around, you'll ride on a moving platform that follows a certain path through the stage. Along the way, prepare to be assaulted by Neckys, Mini-Neckys, Gnawtys and other cavernous baddies.

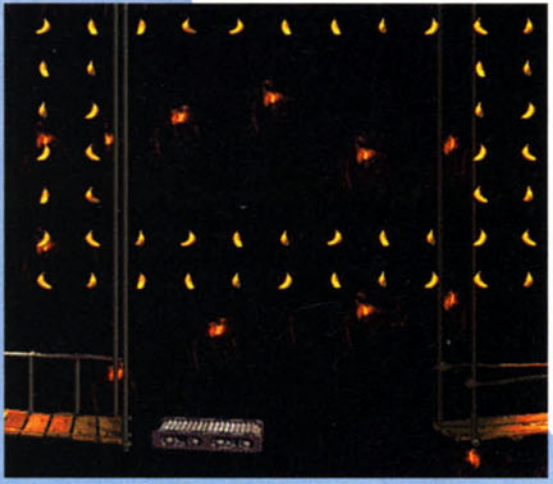
Bonus Areas	3
#-Up Balloons	1
Hidden Items	0

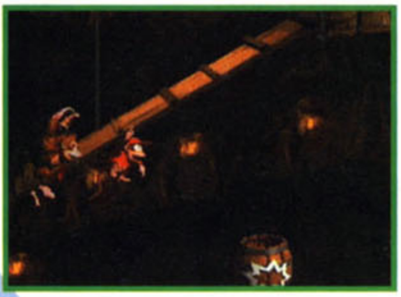




1 Bonus Area

When you approach the end of the track, stand on the right side of the platform and do a rolling Super Jump out to the right. You'll land right in a Barrel Cannon.

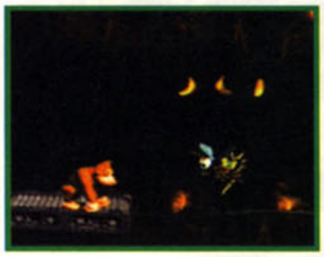


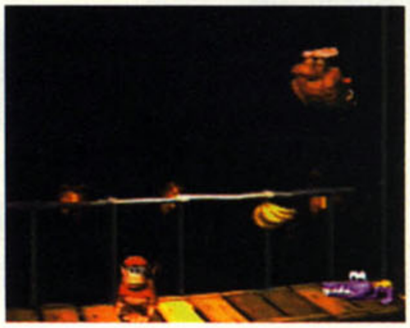


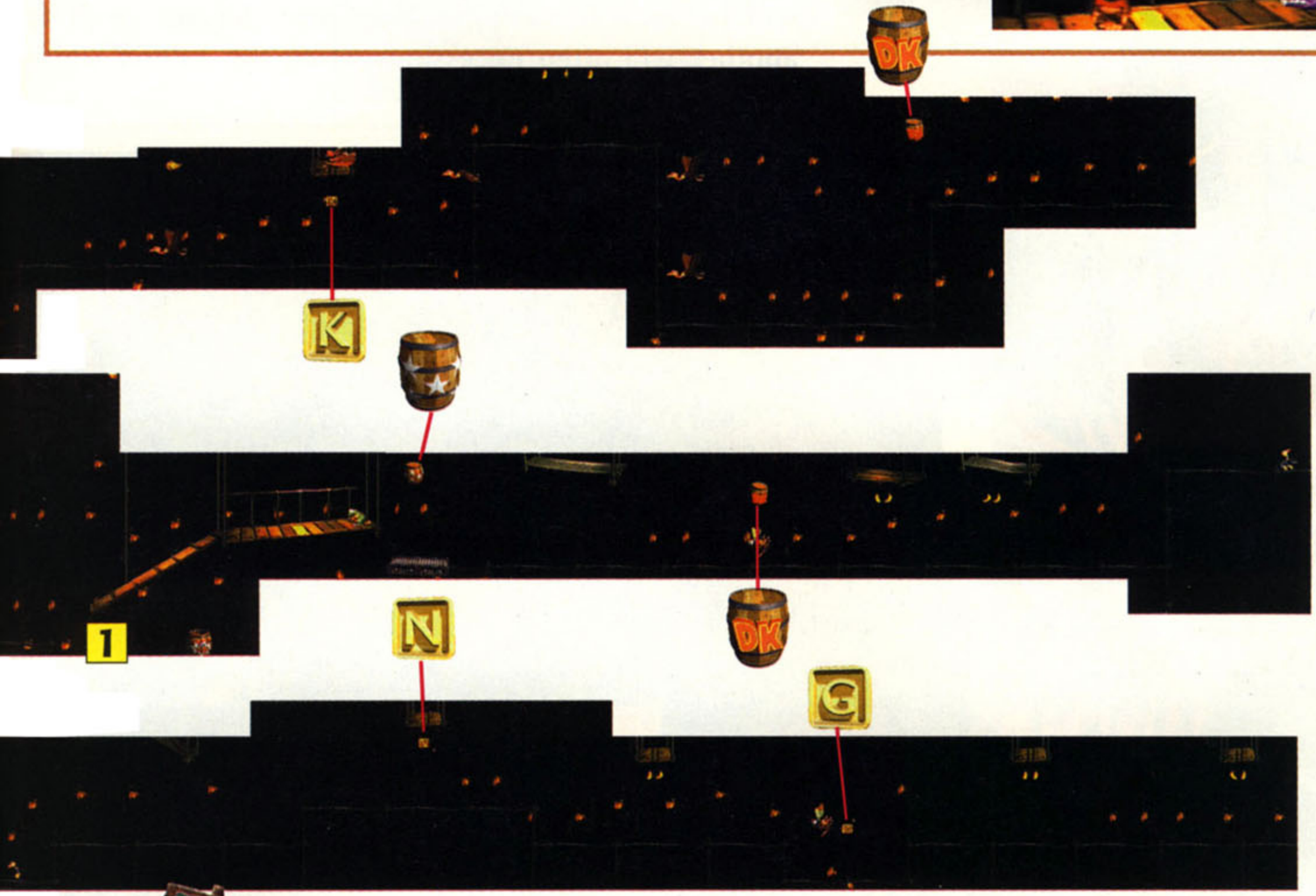
Trick Track Trek

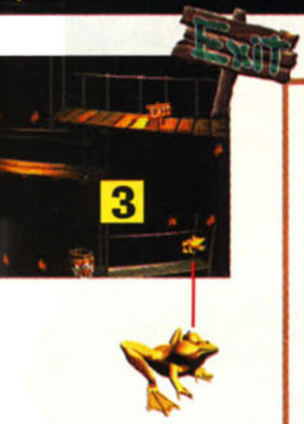
2 Bonus Area

Right after you avoid the Zinger, prepare to leap over to the scaffolding where the two Gnawtys are making plans to launch themselves at you. Pounce on them to clear the scaffolding and then jump over to the right into a Blast Cannon and blast off to a Bonus Area.



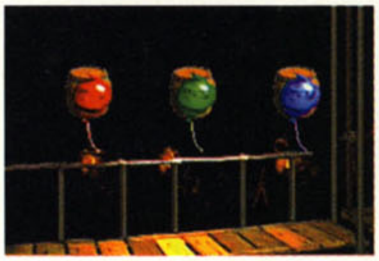


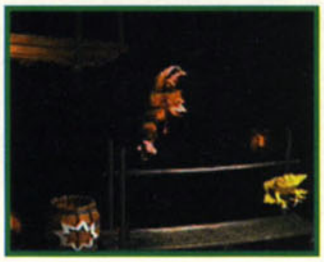




3 Bonus Area

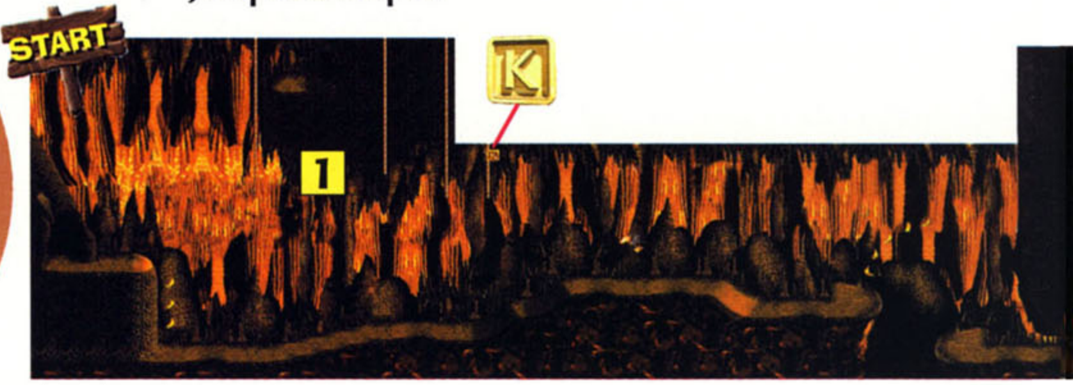
The key to getting into this Bonus Area, besides knowing where it is, is taking out Manky Kong. The best way to do it here is with a rolling attack. Of course, avoid the barrels he throws and then smack him when you get close enough. Drop straight down to enter the Barrel Cannon.



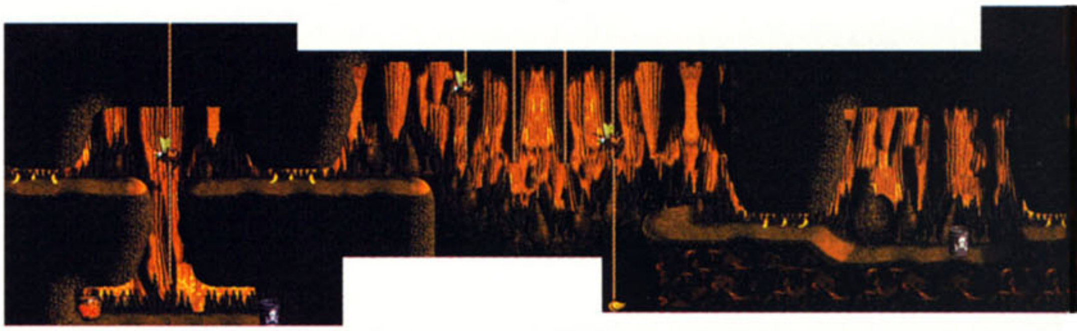


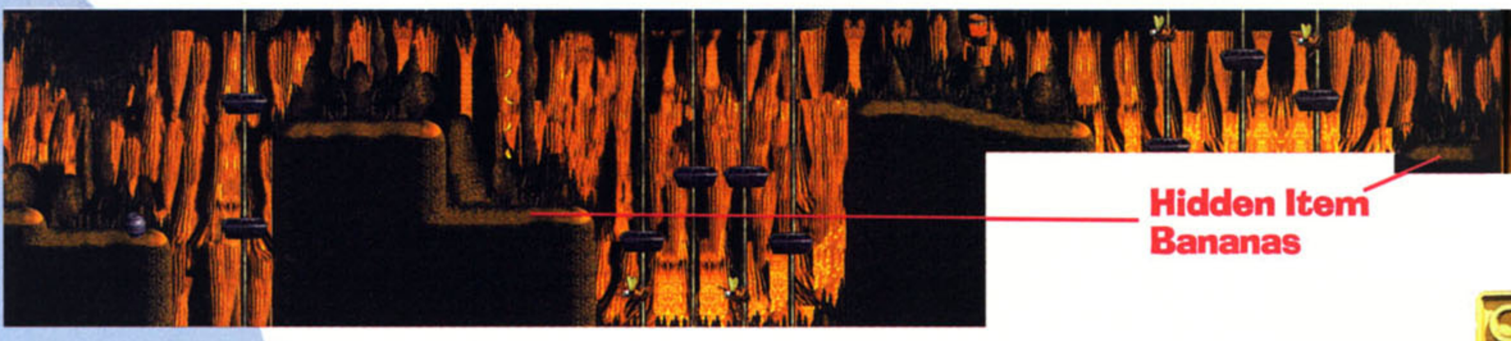
Elevator Antics

All three Bonus Areas in this stage require different tactics for you to find them and to get into them. The major differences in Donkey Kong's and Diddy's jumping abilities will be illustrated in this stage. Diddy's ability to eke out a little more distance on his jumps will be critical. Jumping from one elevator shaft to another will often necessitate using the rolling Super Jump technique.



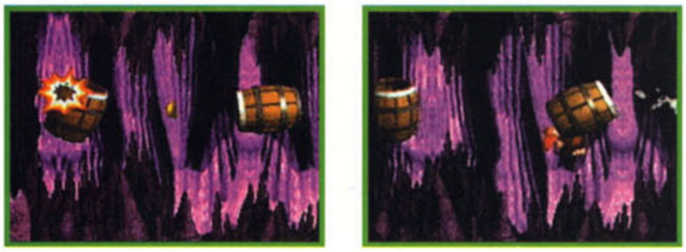
Bonus Areas	3
#-Up Balloons	1
Hidden Items	2





2 Bonus Area

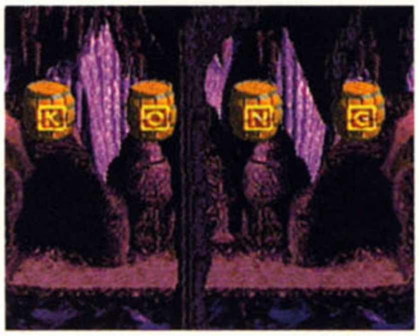
This Bonus Area isn't very easy to get into because of the Zinger that patrols the length of rope that you have to jump from. Climb all of the way to the top of the second-to-last rope and then leap to the last one. Jump up to the right off of the last rope to find the hidden entrance.



Elevator Antics

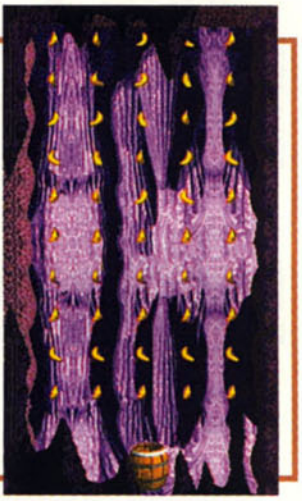
1 Bonus Area

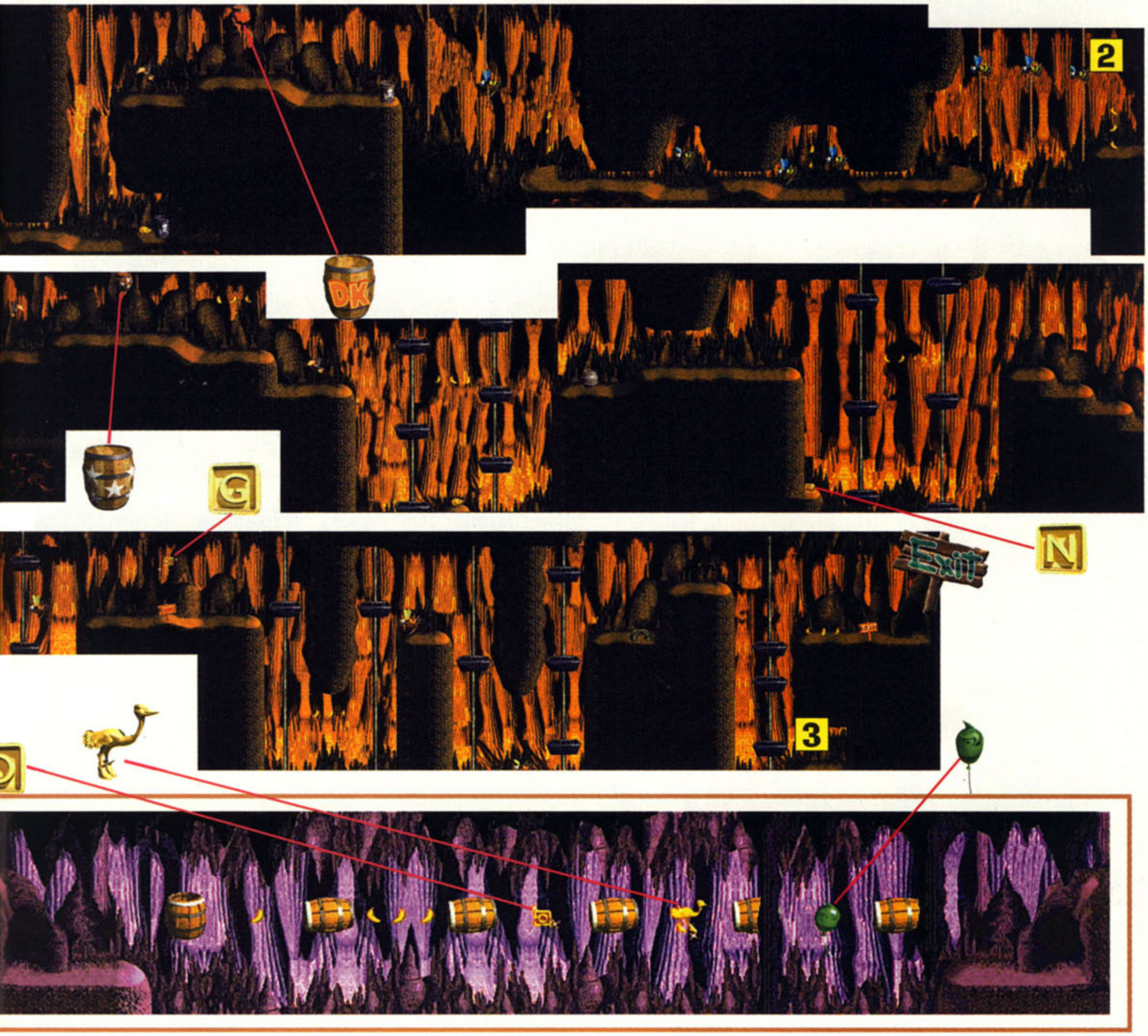
Let Diddy handle this one. Donkey Kong just can't leap quite far enough for this task. Jump from the second rope back to the first and then climb up and enter the door on your right.



3 Bonus Area

Don't get too excited and go for the Exit when you see it—hang tight and ride the coal carriers down a little farther and you'll find the entrance to the last Bonus Area in this stage. Collect mass quantities of bananas inside.





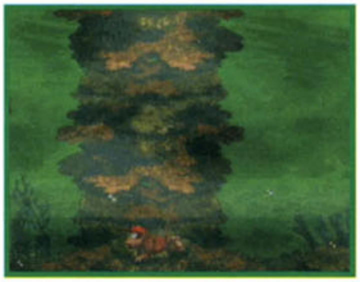
Poison Pond

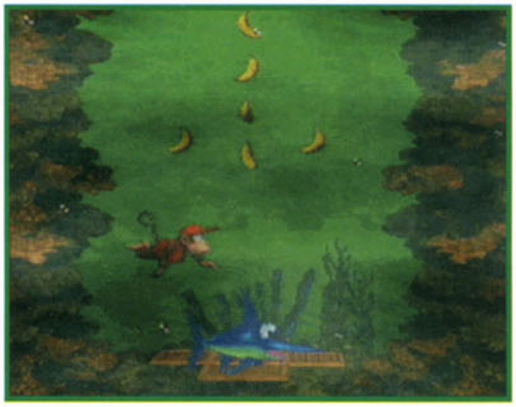
Poison Pond is a toxic tempest of the worst kind. It's not bad enough that the waste from Kremkroc Industries Inc. has totally polluted the water, but that pollution breeds the kind of baddies that you just don't want to know about. Bitesizes everywhere! Squidges going every which way and Chomps Jrs. lurking around just about every corner. It's not a pretty sight and someone should really do something about it.

Bonus Areas	0
#-Up Balloons	0
Hidden Items	0

1 Start With Enguarde

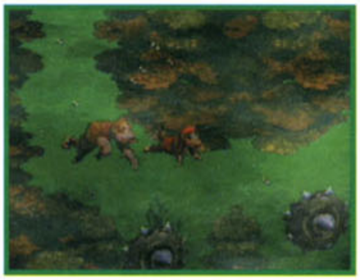
Go left when you start this stage to find Enguarde. It's a big plus to have him along for the ride. He can spear enemies with his pointy bill and get out of danger quickly with a burst of speed, but he also provides another hit.

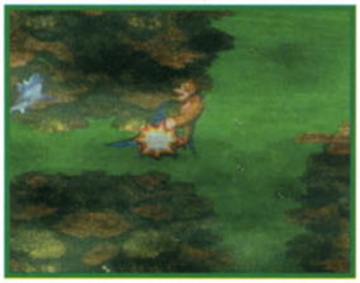




2 Stay Enguarde

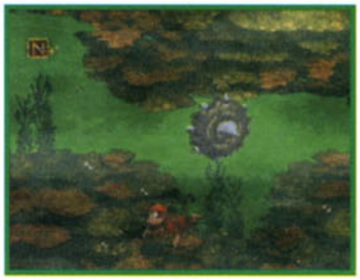
If for some reason you let Enguarde slip away from you in the first half of this stage, you can get him back again here. Go around the two Mincers and up to the crate that he's waiting in. Again, it's such a big plus to have him along in this stage.

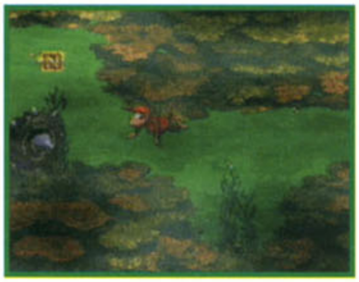




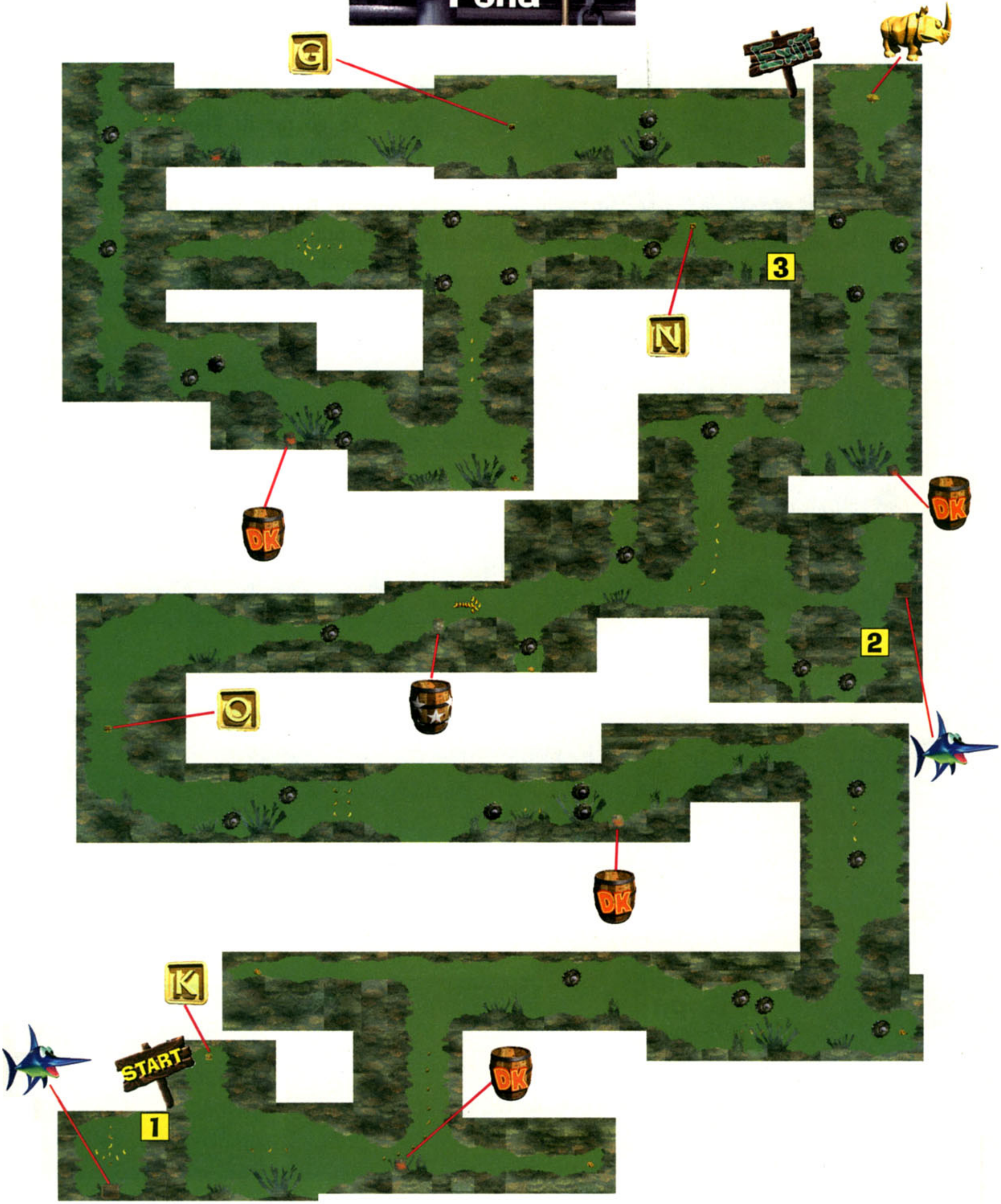
3 Get In The Hole!

After you move to the left out of the area that has the three rotating Mincers in it, another Mincer will come screaming in from the left. Move down into the small gap to avoid getting hit by it.





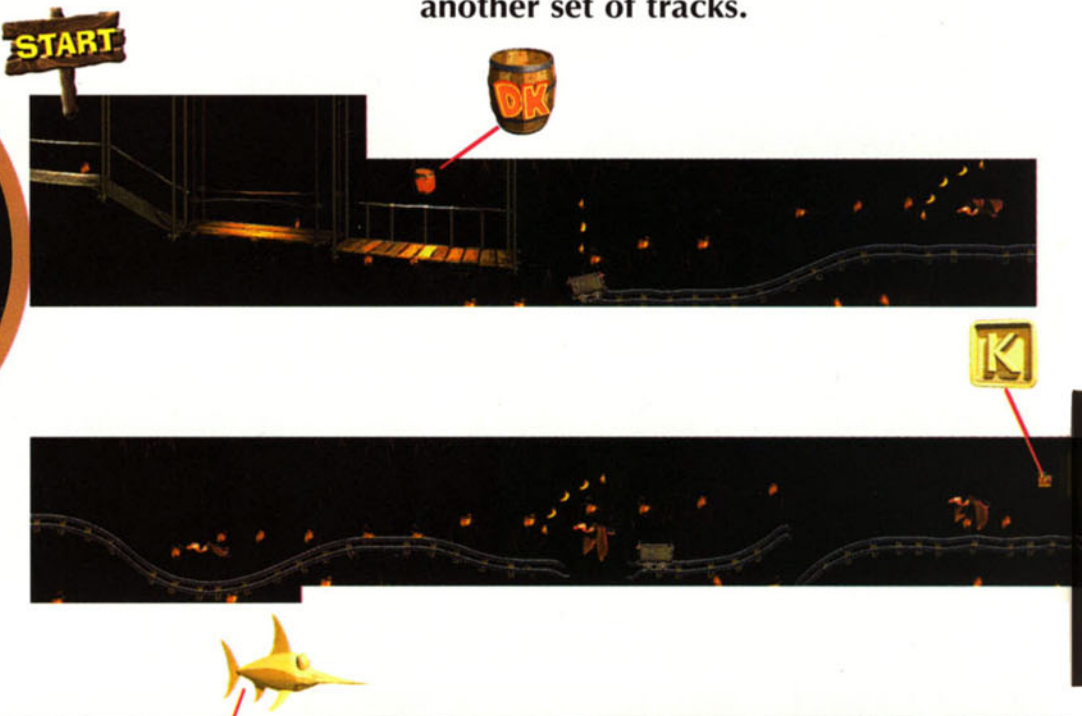
Poison Pond

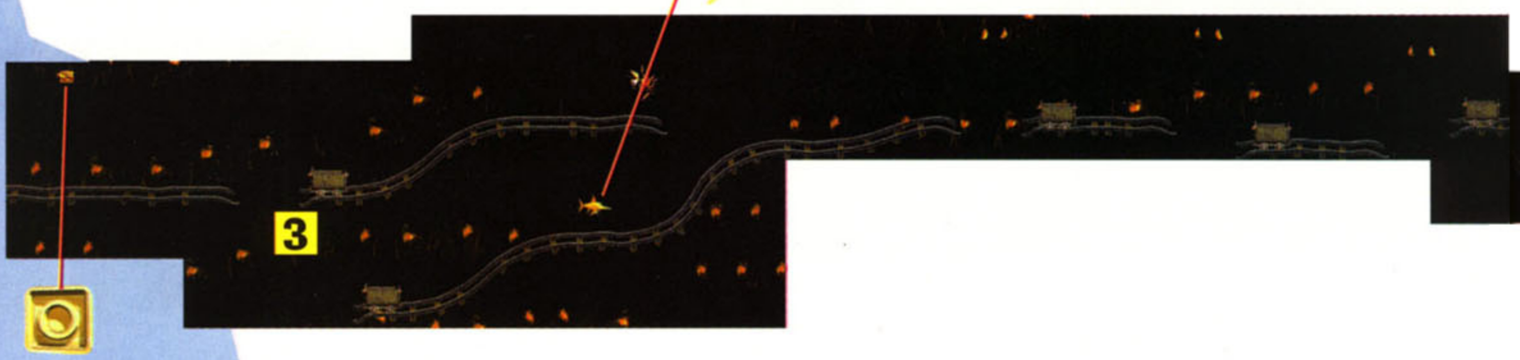

G
EXIT
3
N
DK
DK
2
O
DK
K
START
1
DK

Mine Cart Madness

This is a stage that you can't really be cautious in—you just have to go for it! There are a lot of jumps to negotiate. Don't jump out of the cart just after you hit the Continue Barrel. You'll be tempted to do so, but your cart will just land on another set of tracks.

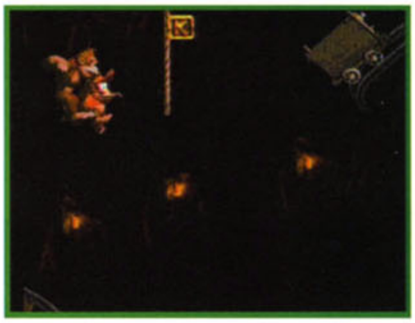
Bonus Areas	3
#-Up Balloons	1
Hidden Items	0

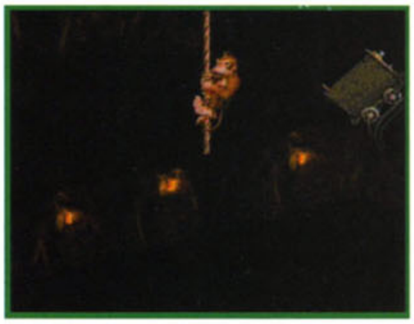




1 Leap To The Rope

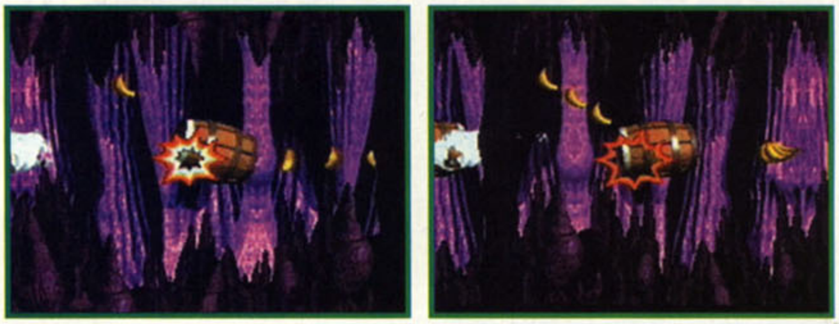
If you want to get to the first Bonus Area in this stage, you'll have to make this jump. Immediately after passing the Golden Letter K, prepare yourself for a jump up to a rope that will be hanging down from the top of the screen. From that rope, jump into a waiting mine cart on the upper set of tracks.

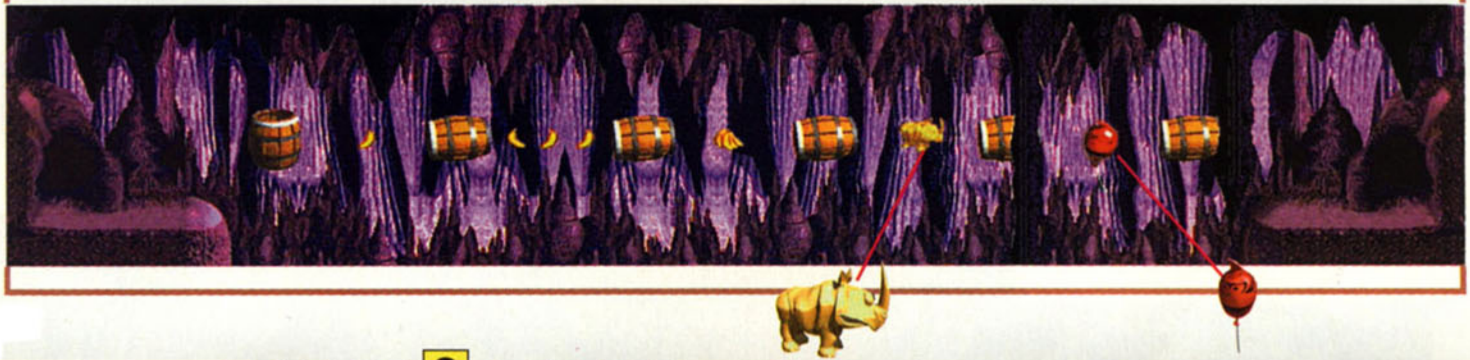


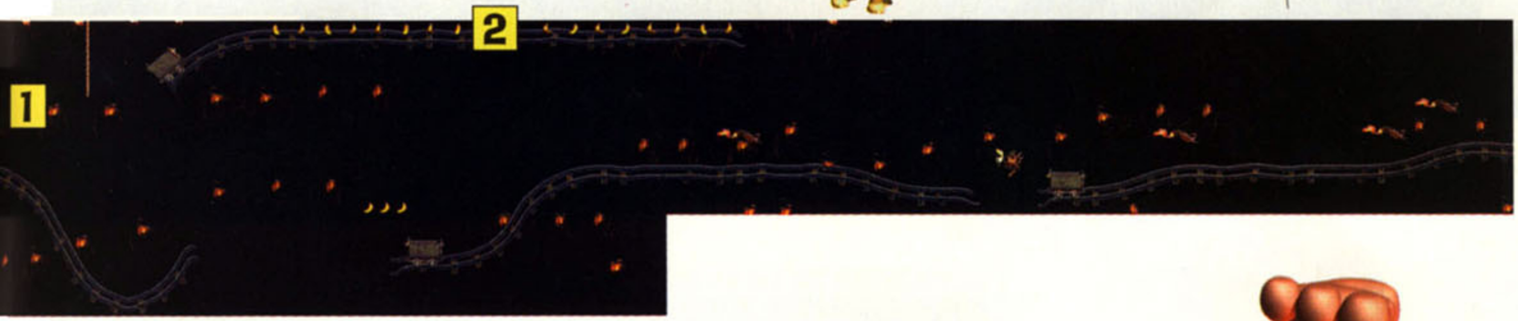


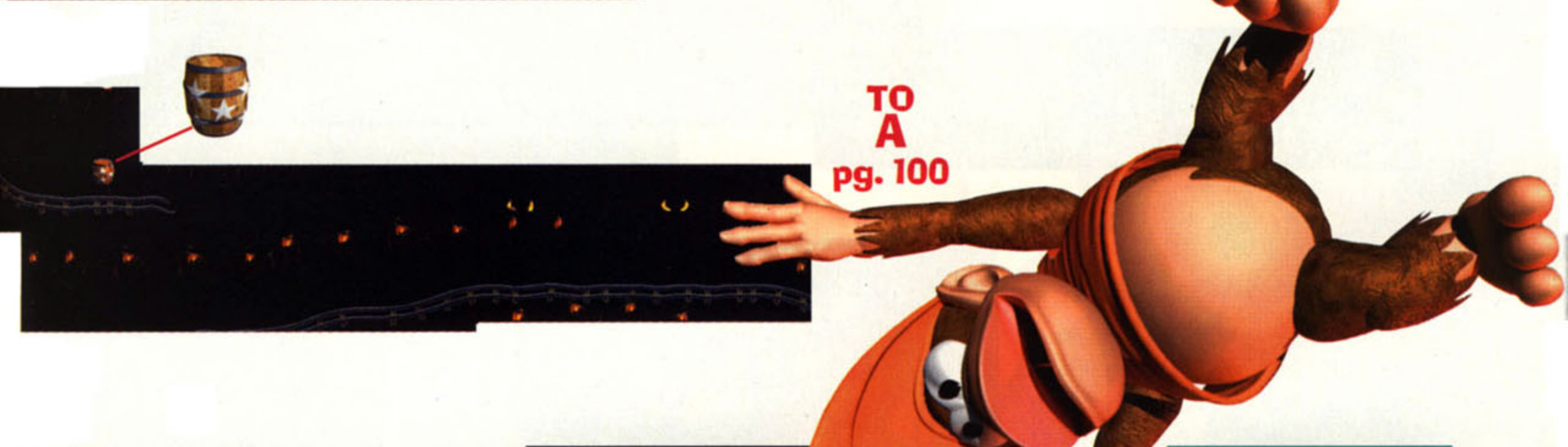
2 Bonus Area

You won't be able to see the Barrel Cannon here, but trust us—it's there! This is yet another Bonus Area that's often missed by inexperienced island travellers. There is a gap in the string of bananas. Jump up in that spot and you'll end up right in the Barrel Cannon.





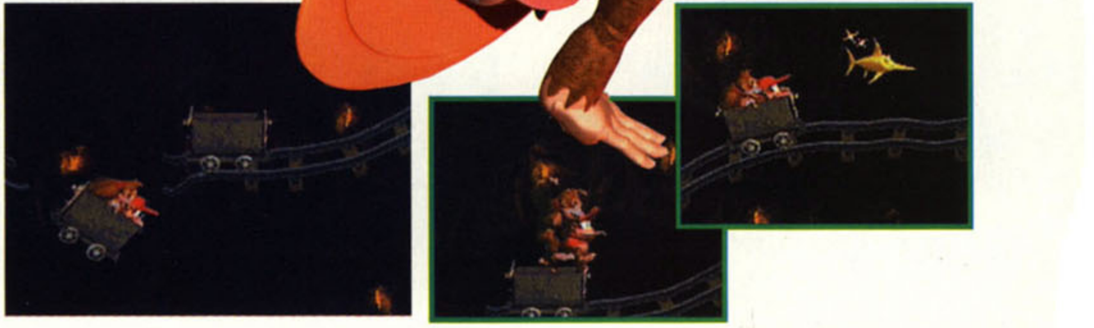




TO A pg. 100

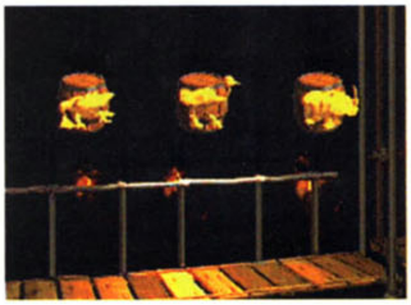
3 Drop Down Below

Right after you snag the Golden Letter O, don't jump over into the cart on the other side of the gap in the tracks. Instead, fall with the cart until you see *another* cart on a lower set of tracks. That's the cart you want. Bag the Enguarde Token.



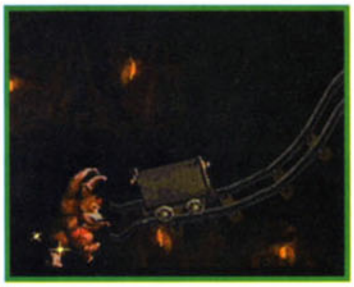
4 Bonus Area

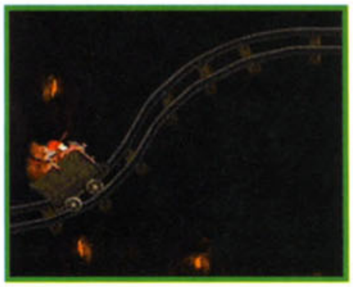
There's a "hill" in the tracks just after the Golden Letter N. To reach the Bonus Area here, you have to jump out of the cart and onto a tire and then jump into a Barrel Cannon. When the cart reaches the apex of the hill, jump out and onto the tire. In the Bonus Area, score the Golden Token of your choice.

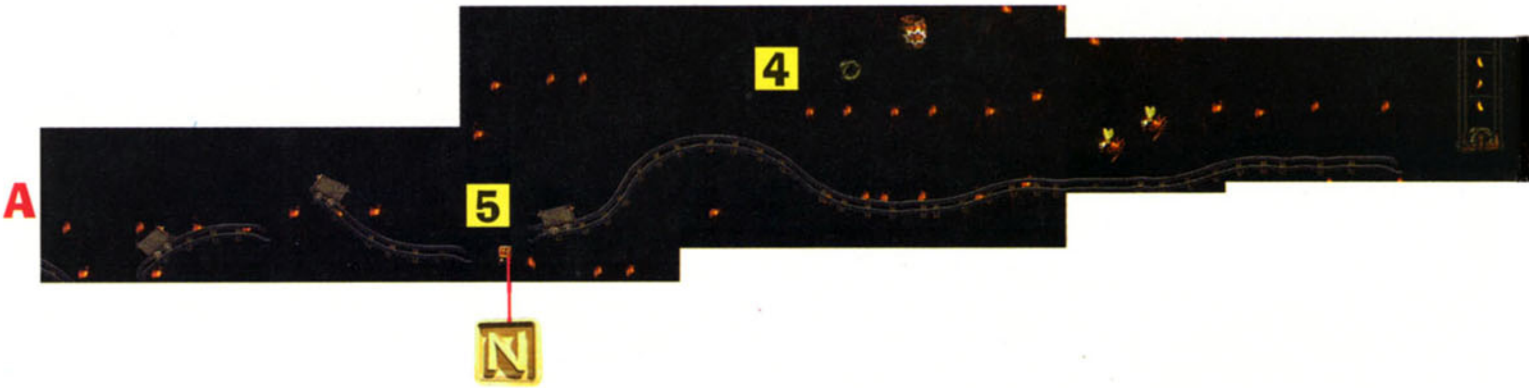


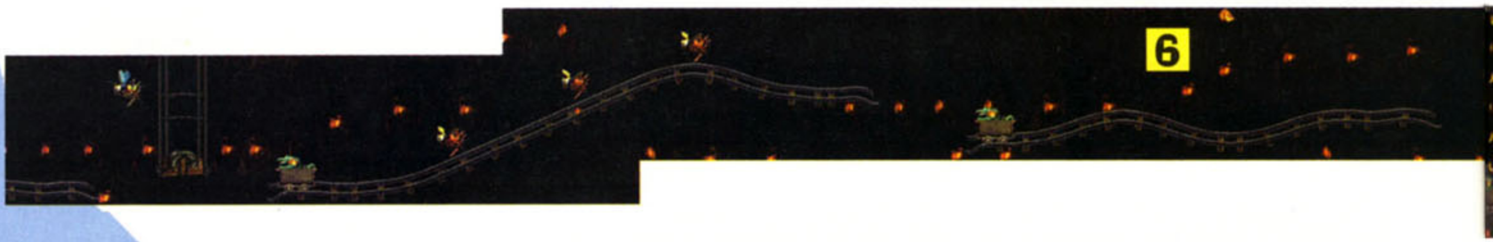
5 Getting The N

This requires fast reflexes and flat-out bravery. The letter is situated below the level of the tracks in the middle of a gap. You have to hold off on your jump to the next cart until you get the letter.



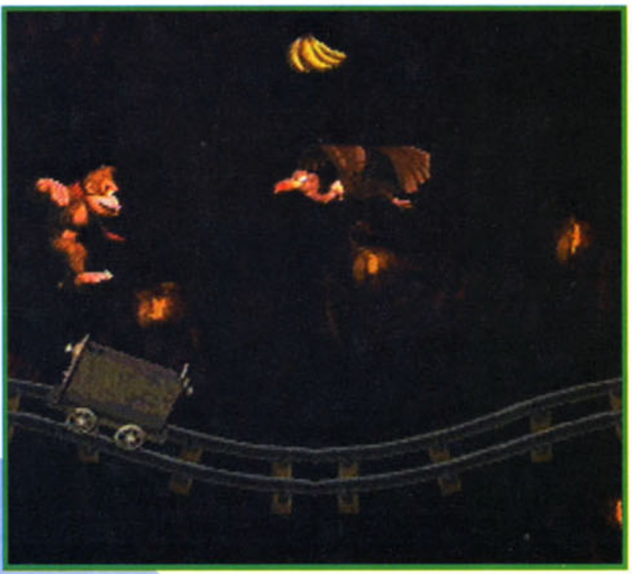






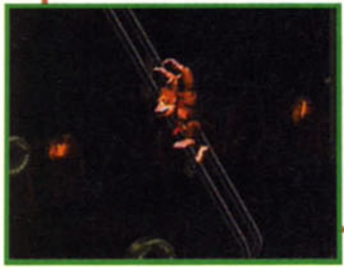
6 Banana Trap

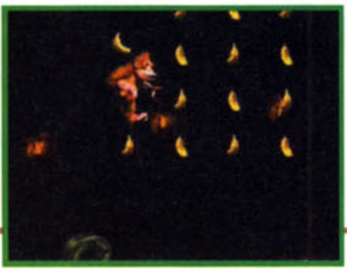
Near the top of the screen in this section, there is a large bunch of bananas. Neckys know that you will pick up any bananas that you can. Consequently, they will do their best to catch you off guard. A Necky comes screaming in from the right as you pass this banana bunch. If you're going to go for them, be sure to jump early.

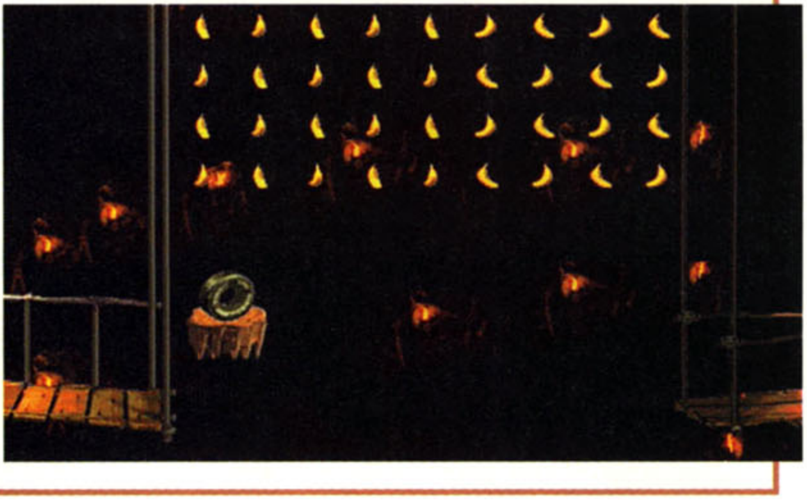


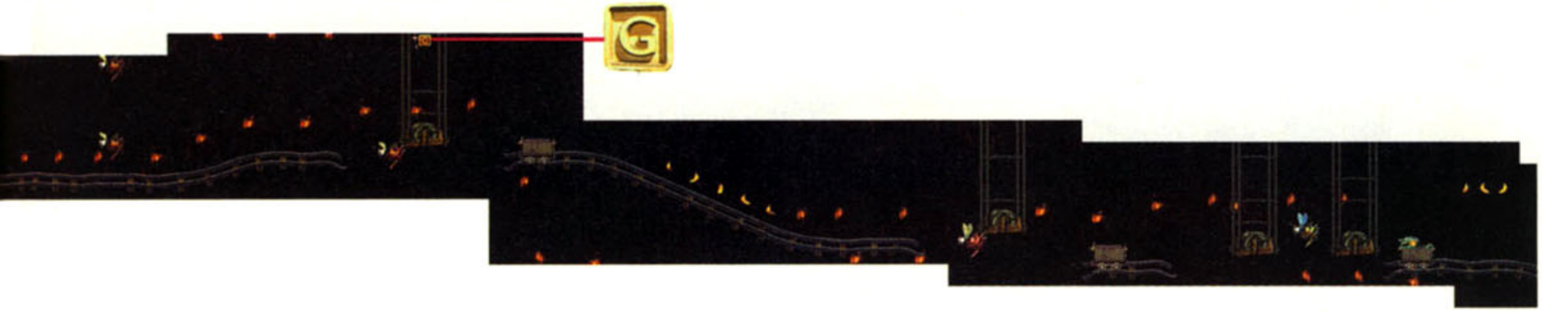
7 Bonus Area

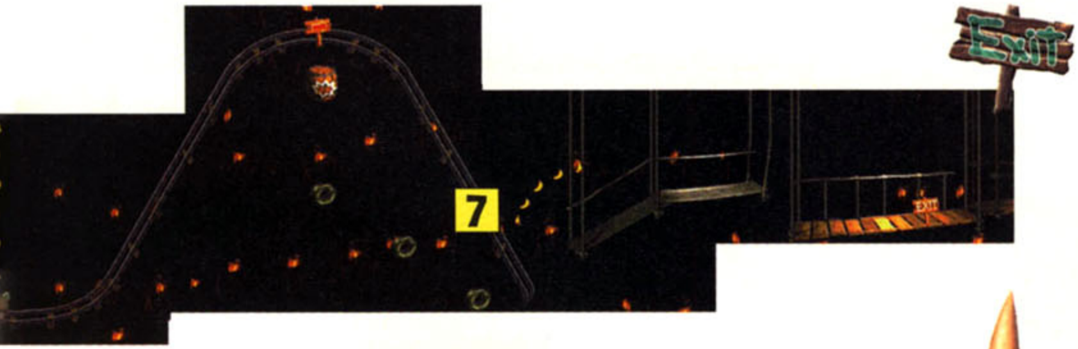
You have to jump back out of the cart and onto a tire to reach the Barrel Cannon here. Jump just as you come into contact with the bananas near the scaffolding. Bounce up to the left on the other tires and bounce into the Barrel Cannon located under the tracks.







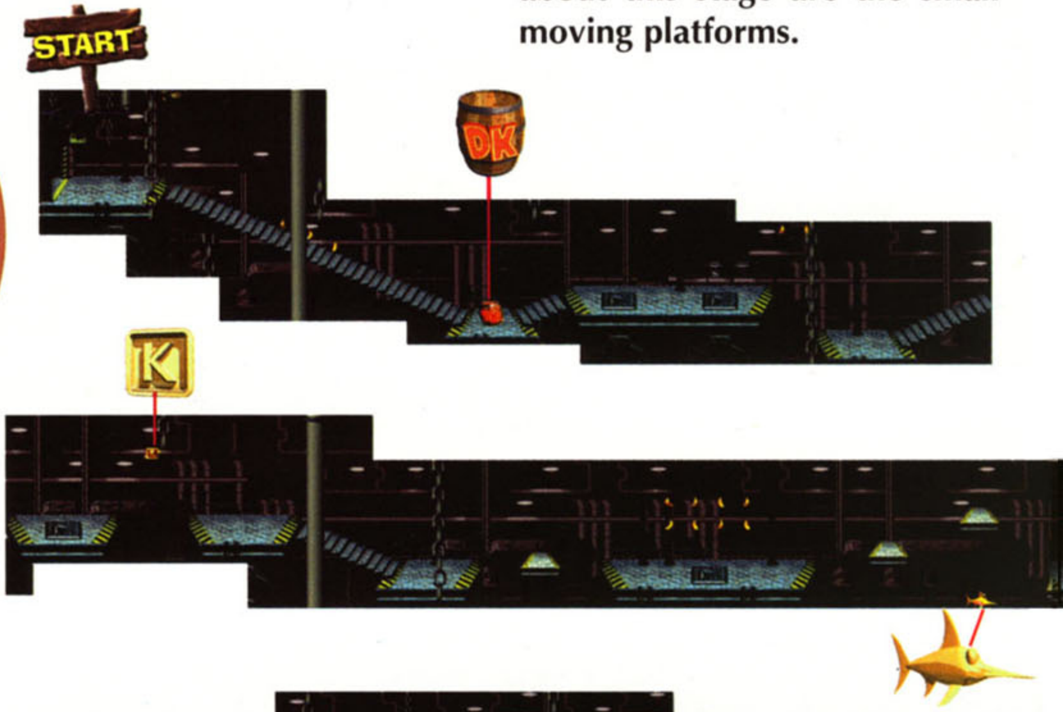


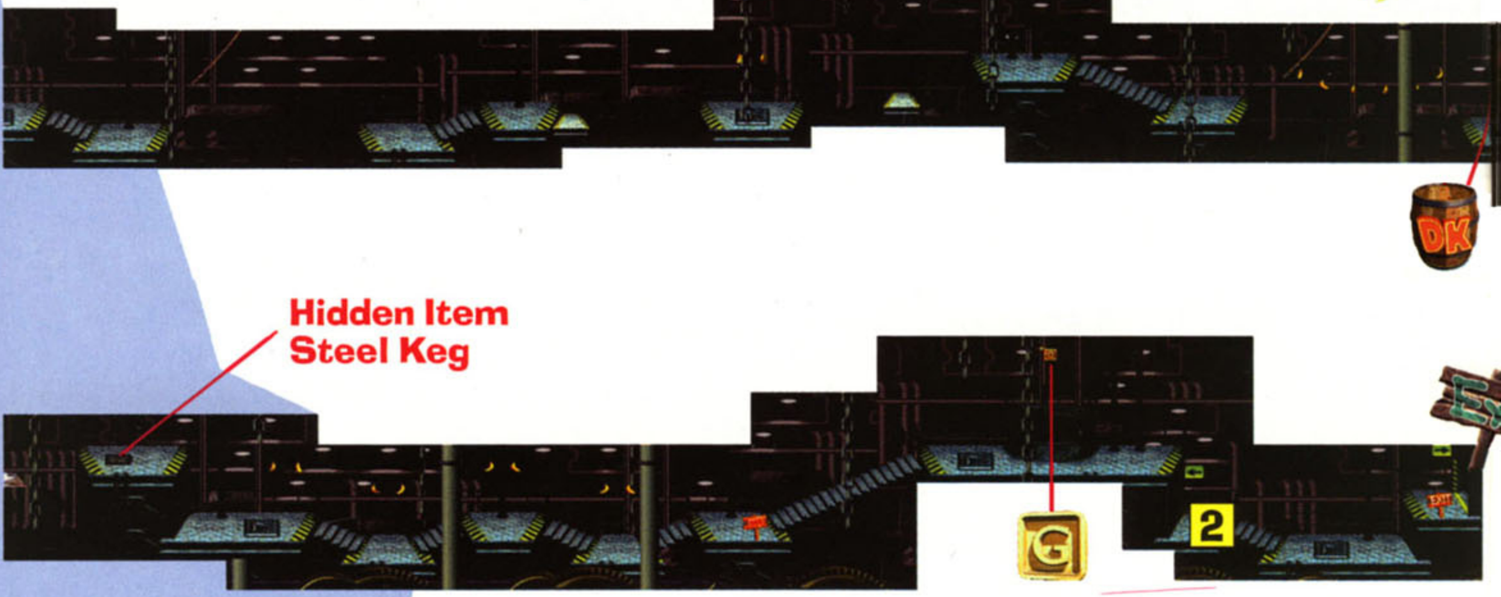


Blackout Basement

What's wrong with the lights here? They keep turning on and off. On and Off. It doesn't end. The lights cycle once about every 1.5 seconds. If it went any faster it would be a strobe! That's not the worst of it. The most difficult things about this stage are the small moving platforms.

Bonus Areas	2
#-Up Balloons	0
Hidden Items	2



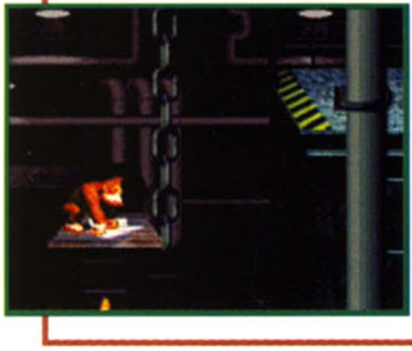


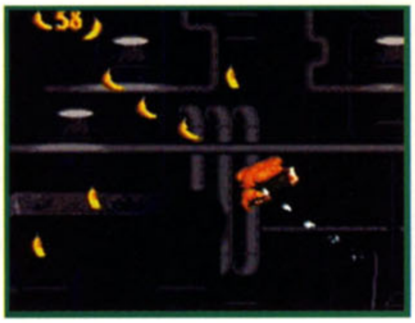
Hidden Item Steel Keg

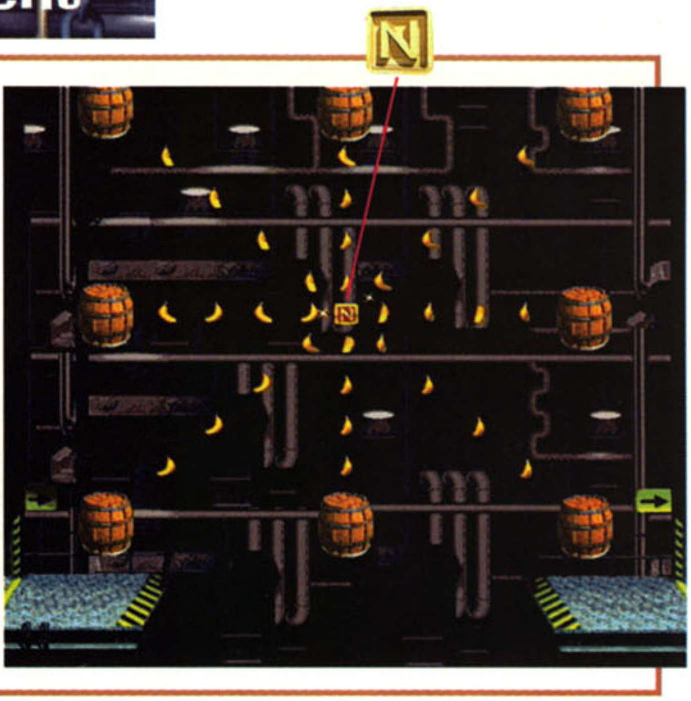
Blackout Basement

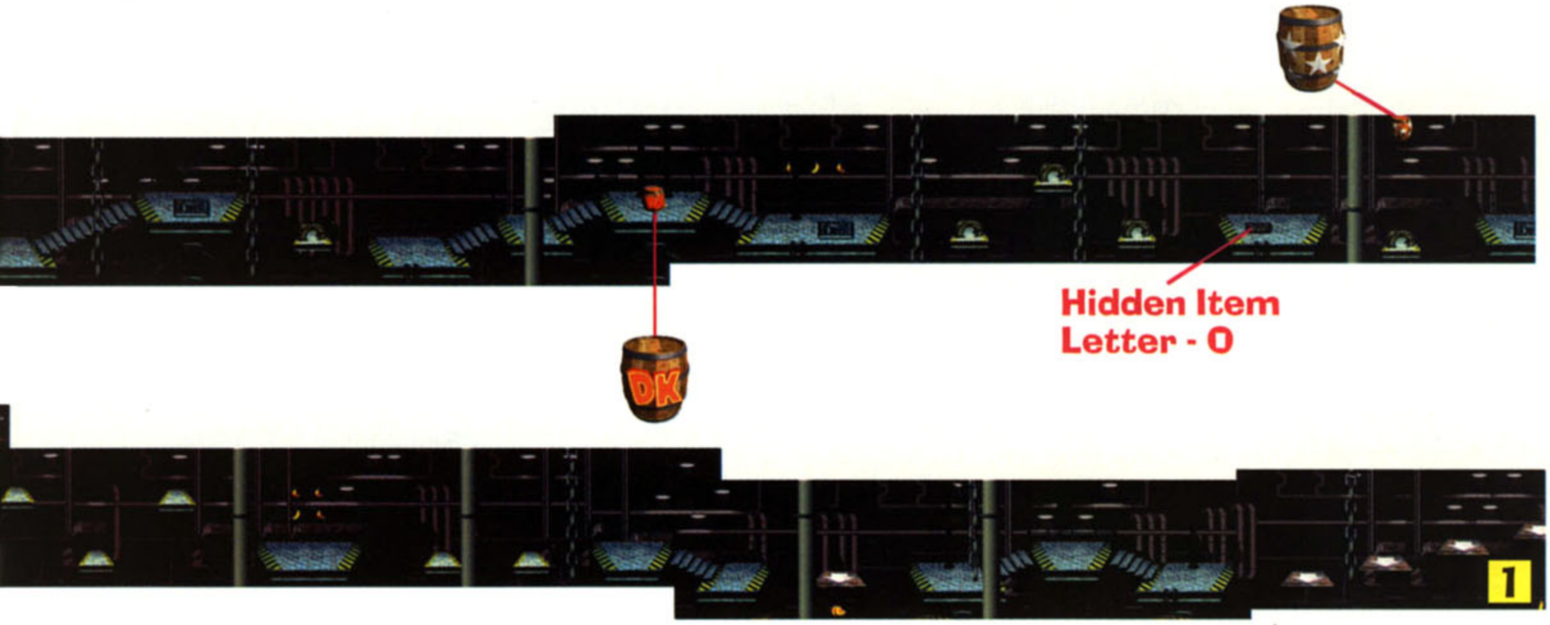
1 Bonus Area

The single banana looks extremely suspicious dangling way down there under the last breakaway tin platform. It's there for a reason! Just stay on the last tin platform as it falls. You'll end up in a Barrel Cannon and will be on your way to Bonus land.

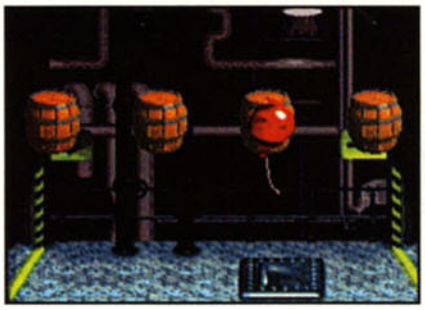




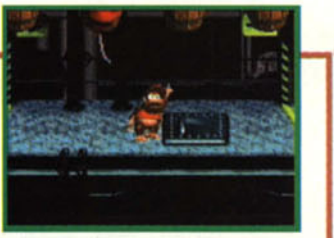




2 Bonus Area

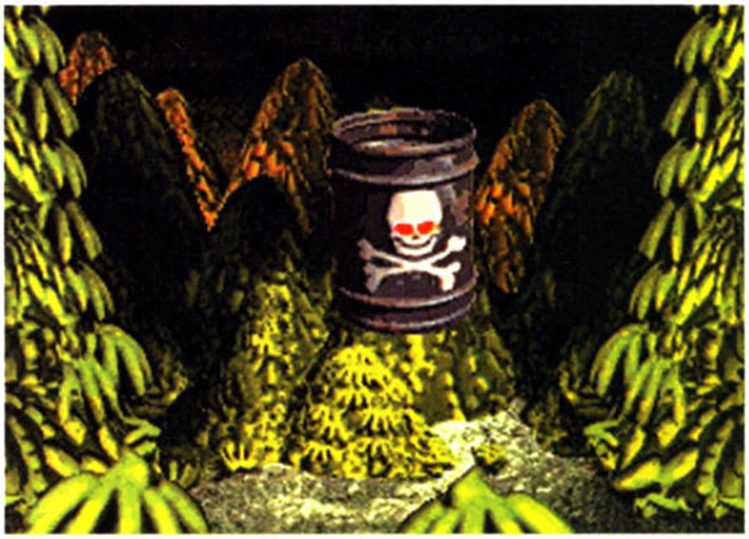


When you exit the first Bonus Area, you'll fall on top of a black square on the floor. Out will pop a Steel Keg. Pick it up, jump down to the right, turn around and throw it. When it bounces off the wall, jump on it and ride it all of the way to the end of the stage. It will turn around and will break open the second Bonus Area.

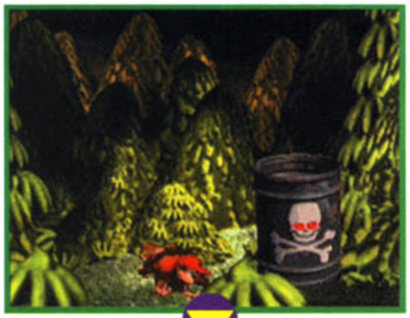


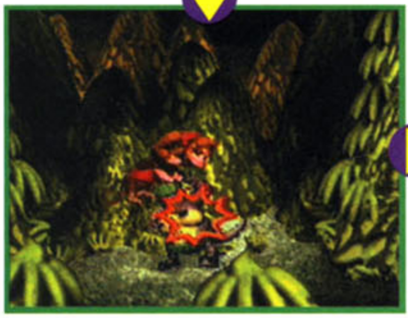
Boss Dumb Drum

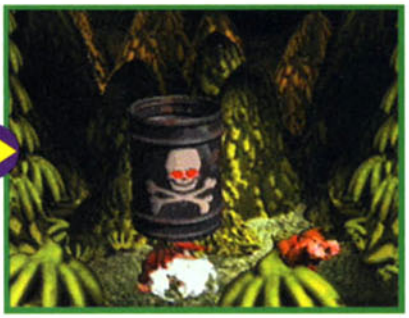
This major baddie is unlike any other enemy on the entire island. It's a mechanical (sort of) beast. A giant skull and crossbones is painted on its side. This is a warning and should not be taken lightly! Dumb Drum, while having no apparent functional eyes, can sense where you are in its lair and will try to oust you by landing on your head. Don't let Dumb Drum get the best of you! Your bananas are much too important.



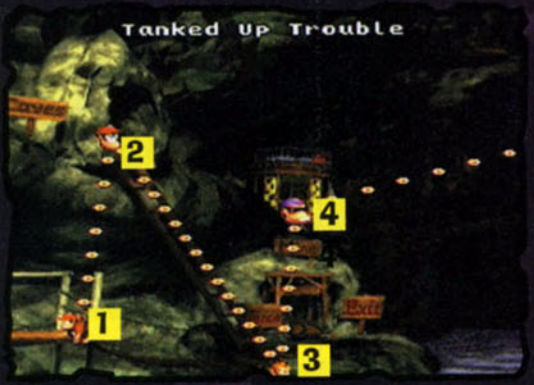
Dumb Drum will try to land on you once. It will then spit out **two** baddies which, in turn, you must eliminate. The second time, it will try to land on you twice. The third, three times and so forth and so on. Kritters come out of Dumb Drum the first time around. Then Slippas. Then Klap-Traps. Then Klumps and finally, Armys. Spin away from Dumb Drum when it tries to fall on your head. Try to stay in the middle of the screen and then spin away to the sides when Dumb Drum attacks.

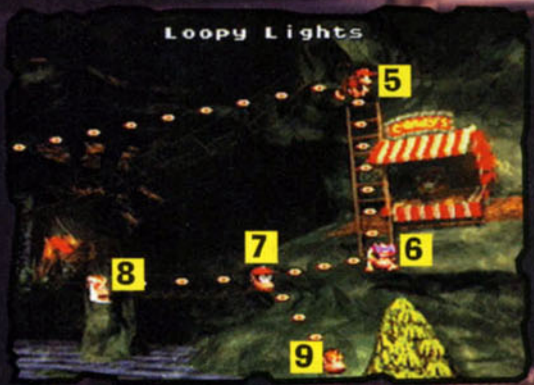






CHIMP CAVERNS


Tanked Up Trouble
1
2
3
4

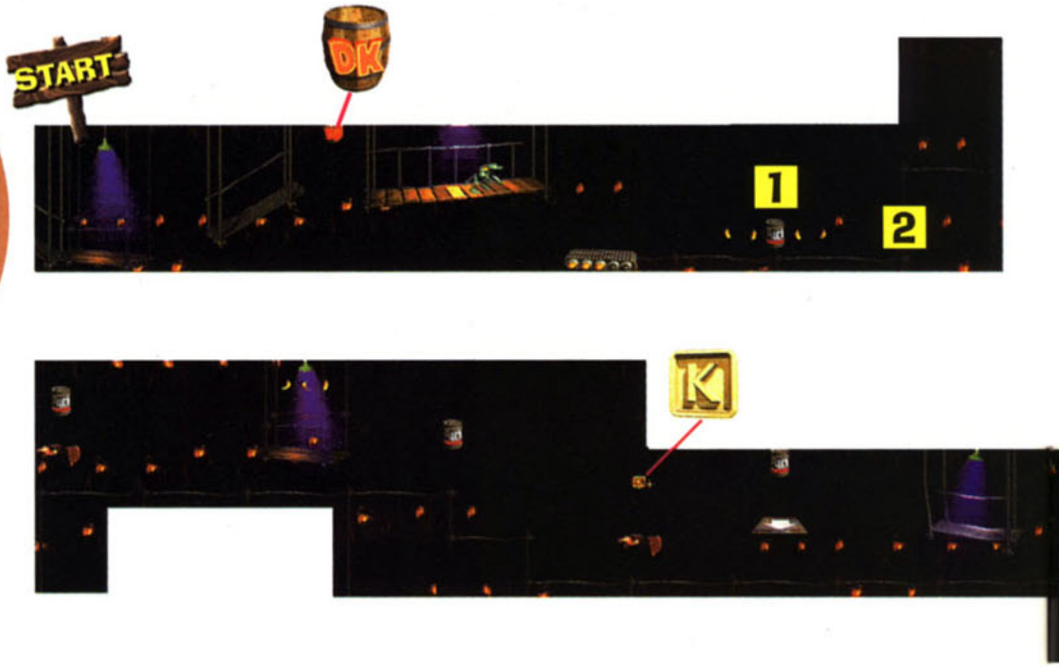

Loopy Lights
5
6
7
8
9

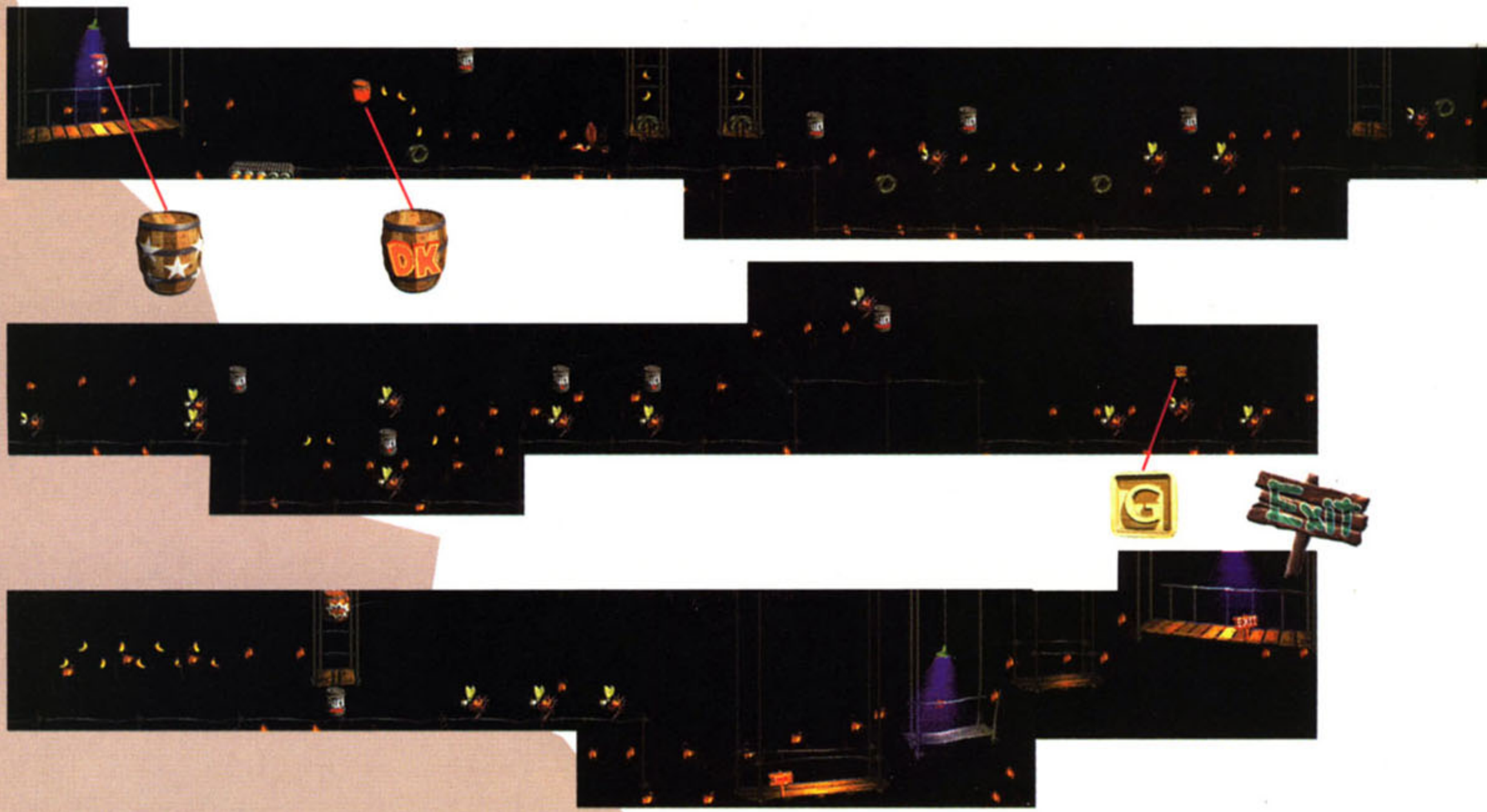
1. **Tanked Up Trouble**
2. **Manic Mincers**
3. **Misty Mine**
4. **Funky's Flights**
5. **Loopy Lights**
6. **Candy's Save Point**
7. **Platform Perils**
8. **Cranky's Cabin**
9. **Necky's Revenge**

Tanked Up Trouble

You've seen stages similar to this one before, but in Tanked Up Trouble, there's a twist. The moving platform that you ride on through the stage is powered by fuel. You have to pick up fuel along the way for the platform to keep moving.

Bonus Areas	1
#-Up Balloons	1
Hidden Items	0

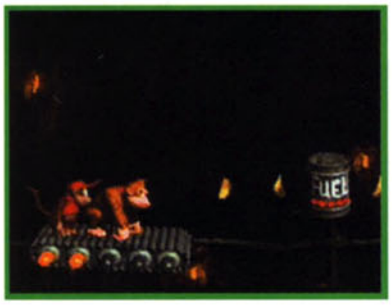


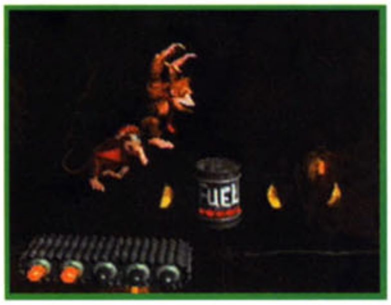


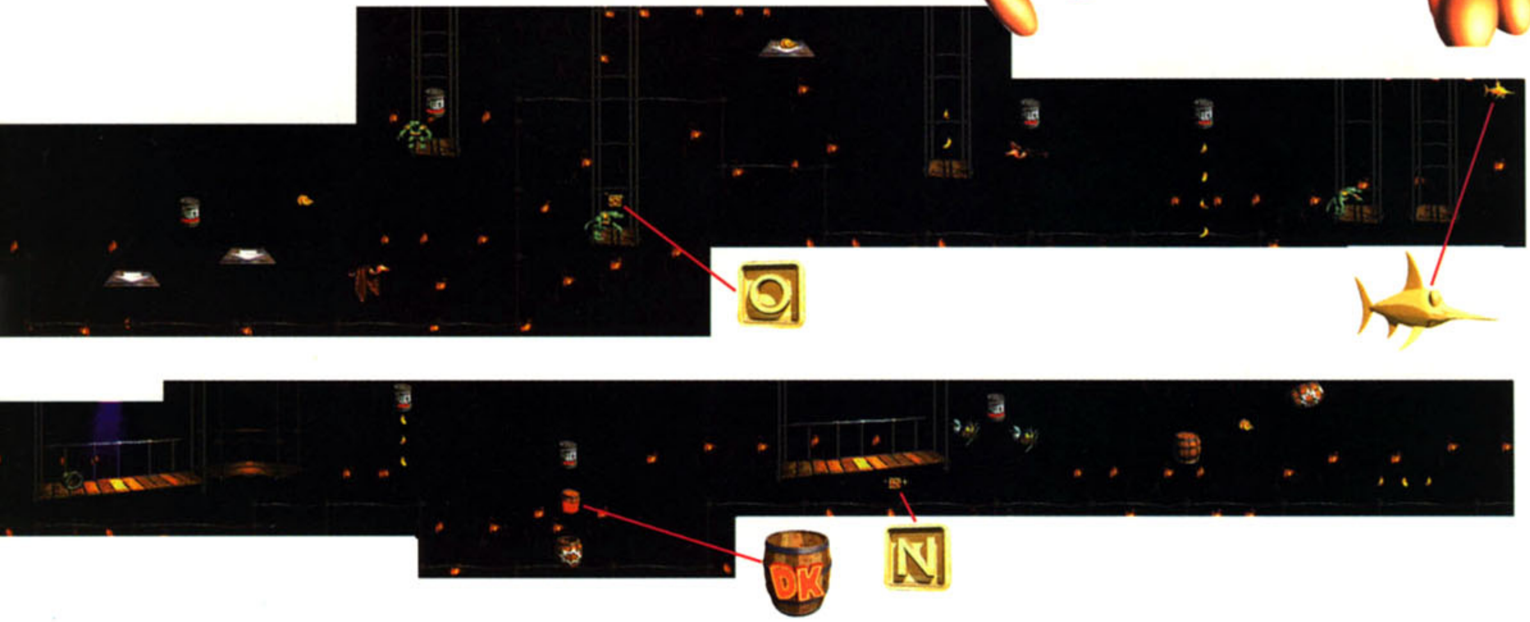
Tanked Up Trouble

1 Fuel It Up

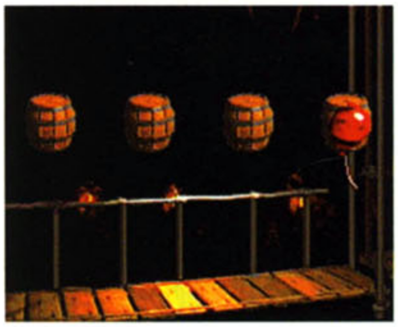
There are five lights on the side of the platform that indicate the platform's level of fuel. If the lights are all green—you're full. If the lights turn amber, it means that you should be grabbing some more fuel canisters! If all of the lights go out, the platform will fall off of the track. You really can't afford to miss any of the fuel canisters along the way.



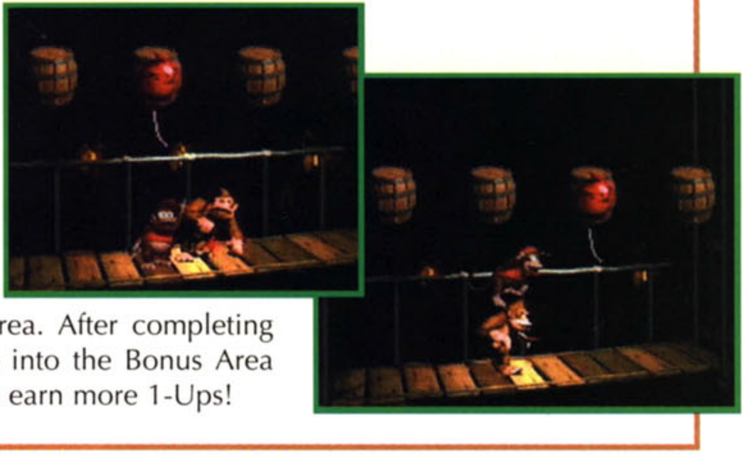




2 Bonus Area



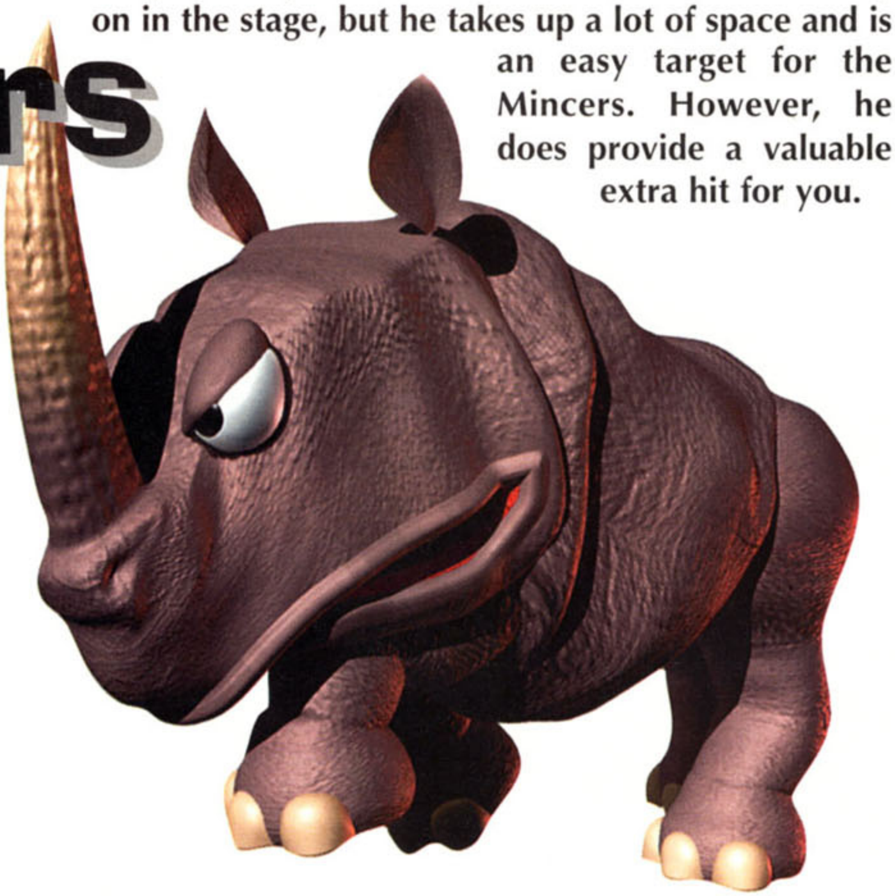
At the point where the track takes a vertical turn, jump off the platform and into a Barrel Cannon. This Bonus Area is commonly missed. You can play a 1-Up Balloon guessing game in the Bonus Area. After completing the stage, you can go into the Bonus Area over and over again to earn more 1-Ups!

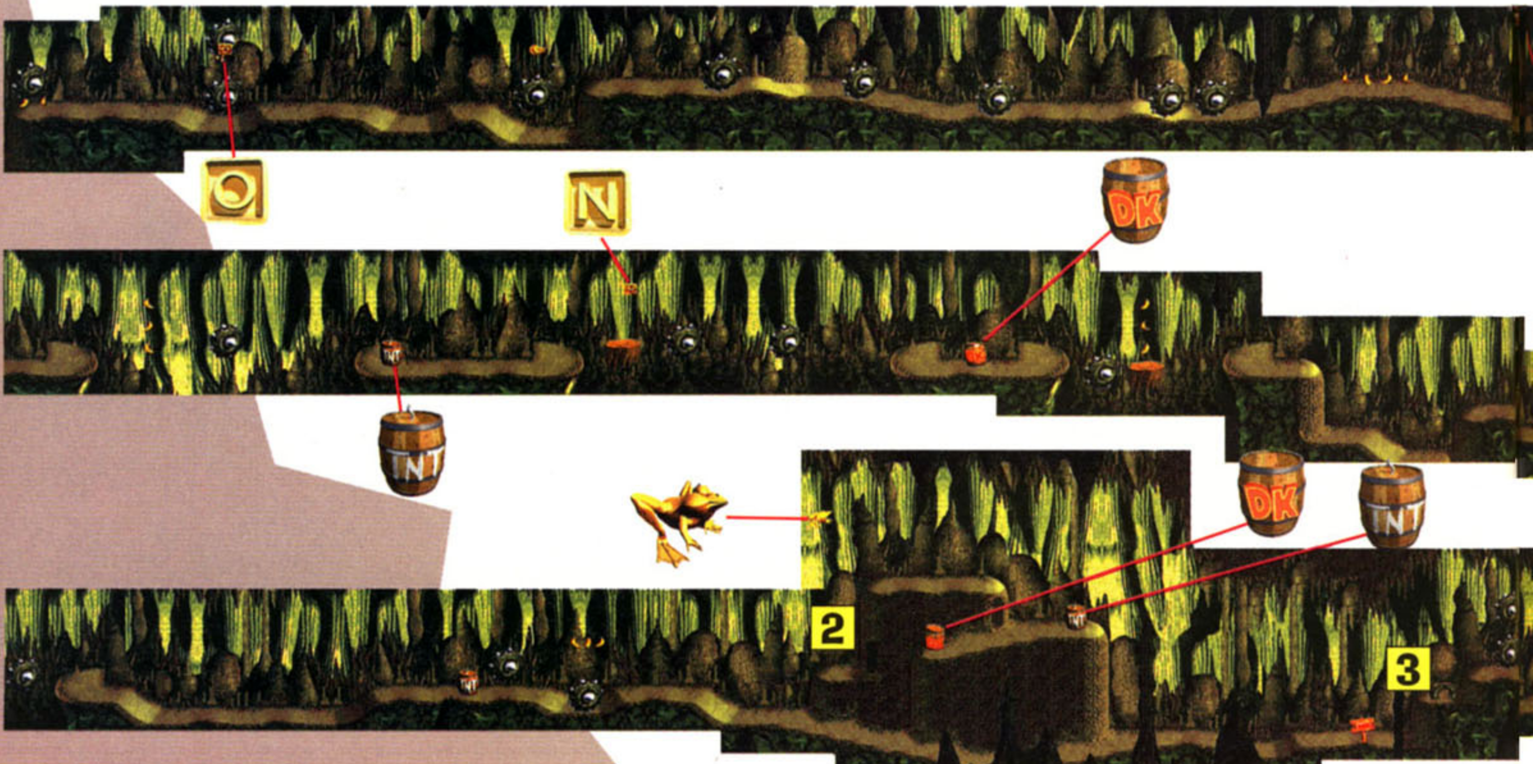


Manic Mincers

It's difficult not to get turned into minced meat with all of the Mincers shredding around in this stage. They're everywhere! Rambi is available for use early on in the stage, but he takes up a lot of space and is an easy target for the Mincers. However, he does provide a valuable extra hit for you.

Bonus Areas	3
#-Up Balloons	2
Hidden Items	0

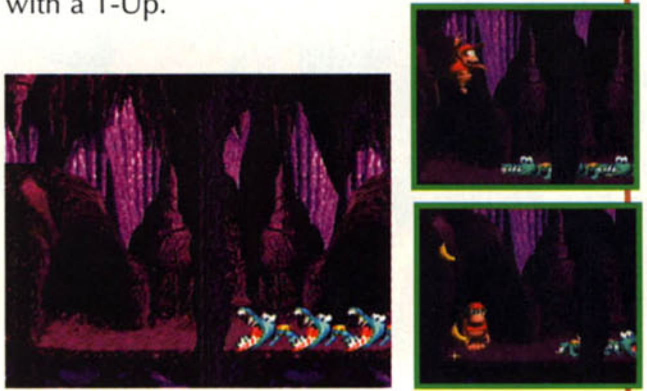




Manic Mincers

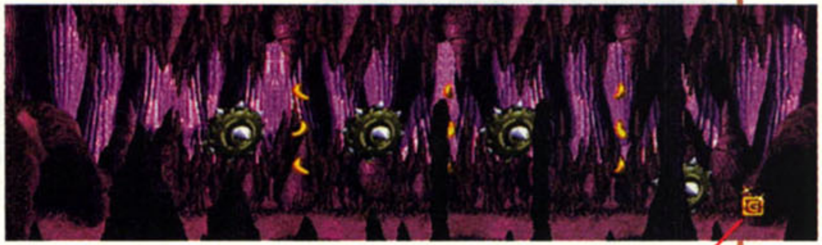
1 Bonus Area

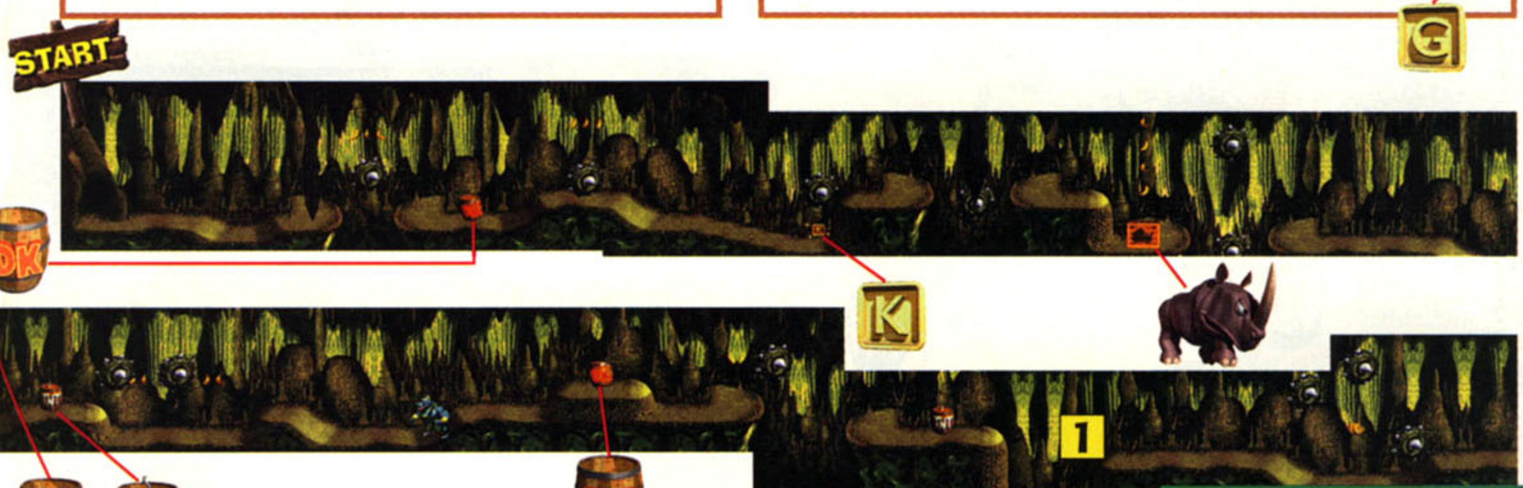
See if you can make it to this Bonus Area *with* Rambi. It's a pretty good challenge. If you can't—it's no big deal. There are plenty of barrels along the way to pick up and throw at the wall to break open a doorway. Inside, there are three Klap-Traps waiting to bite you. Just keep jumping and sooner or later you'll come out with a 1-Up.

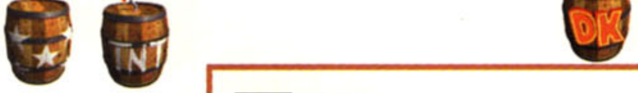


2 Bonus Area

As you approach this area, move slowly because a Mincer will be sweeping back and forth in an arcing pattern. And it's moving fast! If you just charge right up to it, you're likely to take a hit. This Bonus Area isn't really hidden at all—the door's wide open. You just have to enter. Pick up the Golden Letter G when you exit the Bonus Area. Other than that, just avoid the Mincers inside as you collect the dangling bananas.

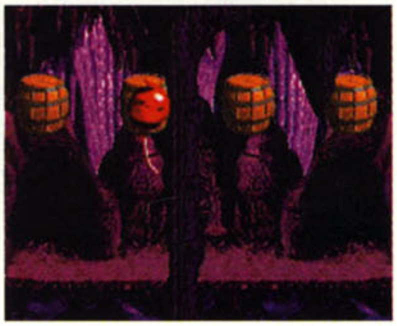


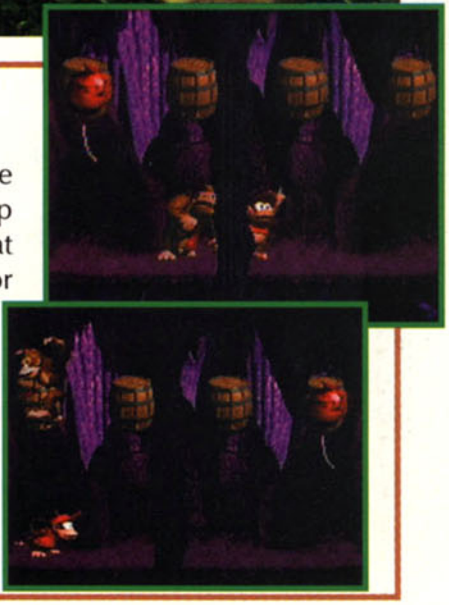




3 Bonus Area

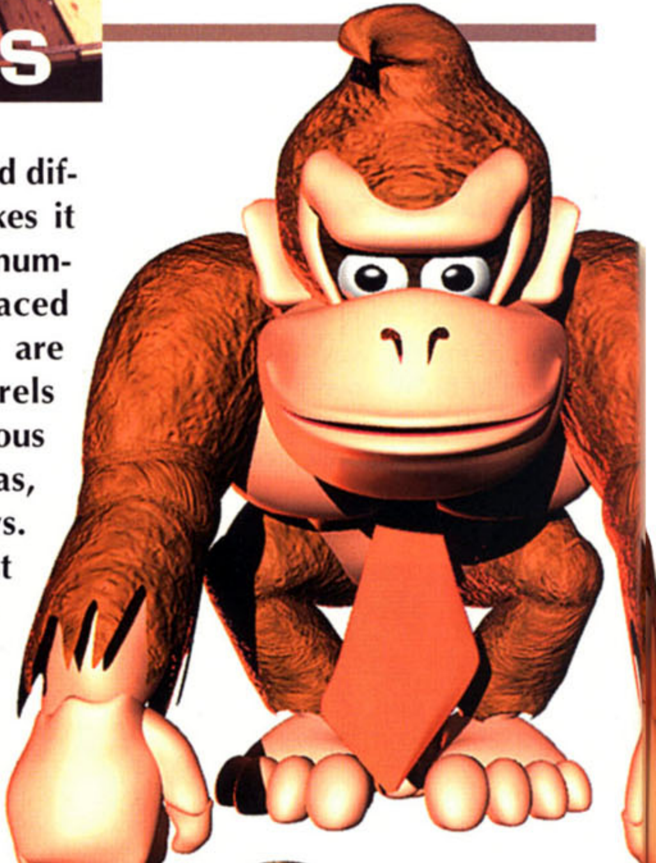
When you come out of the second Bonus Area in this stage, grab the TNT Barrel and jump off of the ledge to the right. Make it a long leap in order to avoid the Gnawtys that may be walking by on the floor below. If you hit a Gnawty, you'll lose the TNT Barrel. Not a good thing. Blast open the first wall that you come across to enter the Bonus Area. Another 1-Up Balloon guessing game is what you'll play on the inside.



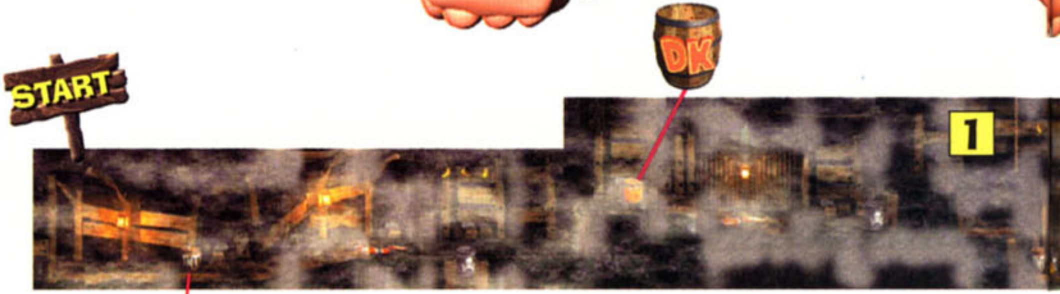


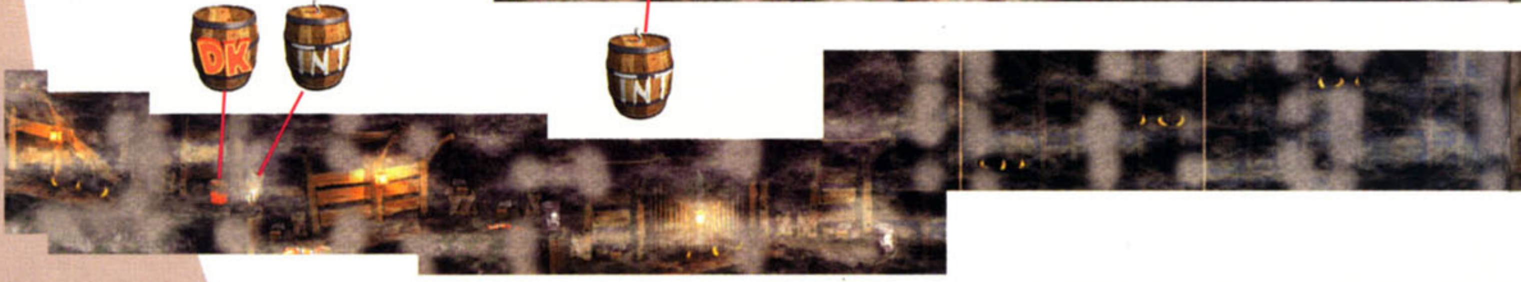
Misty Mine

Misty Mine is a long and difficult stage. What makes it difficult are the sheer number of enemies. Placed throughout the stage are baddie-emitting barrels that spew forth copious quantities of Slippas, Klap-Traps and Armys. There is a section, just after the Continue Barrel, where you can jump on about eight or nine baddies in succession. That's a lot!



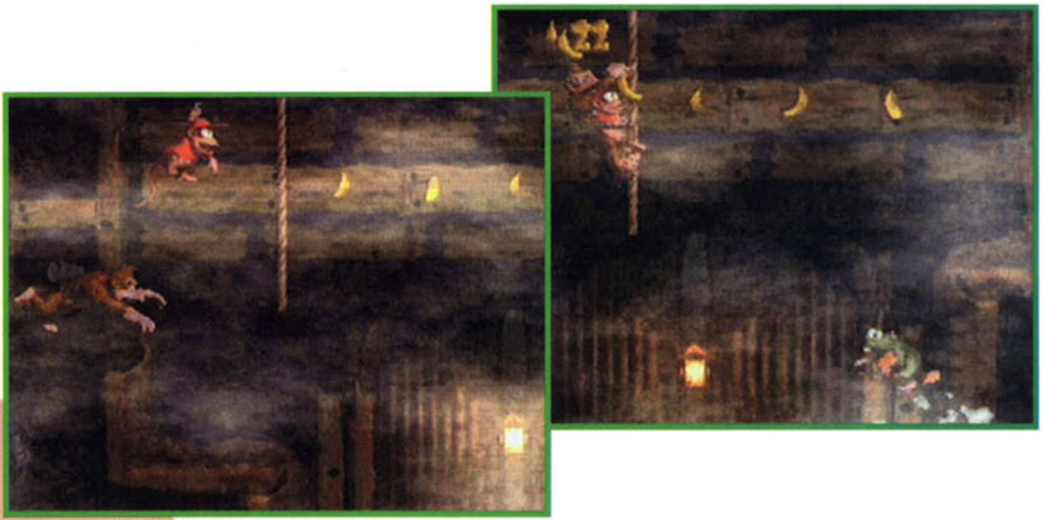
Bonus Areas	2
#-Up Balloons	0
Hidden Items	0





1 Use The Rope

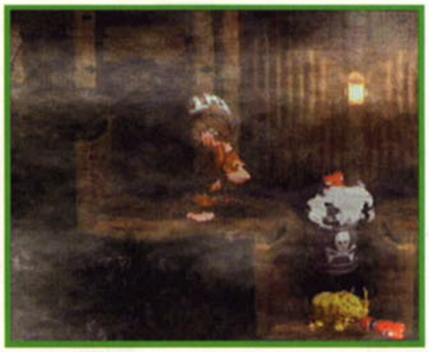
You don't have to grab onto this rope to get through this section, but it helps. You can totally avoid the canister that spits out Gnawty after Gnawty and sail right over it. There is a big bunch of bananas under the Gnawty spitting canister that you can get if you blow up the canister with a TNT Barrel.

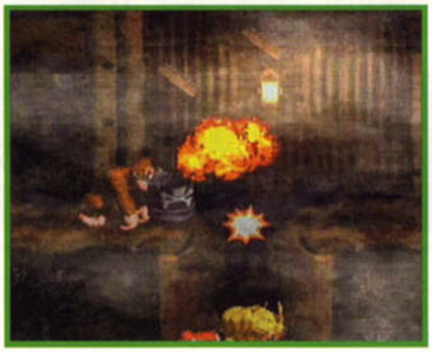


Misty Mine

2 Rambi Token

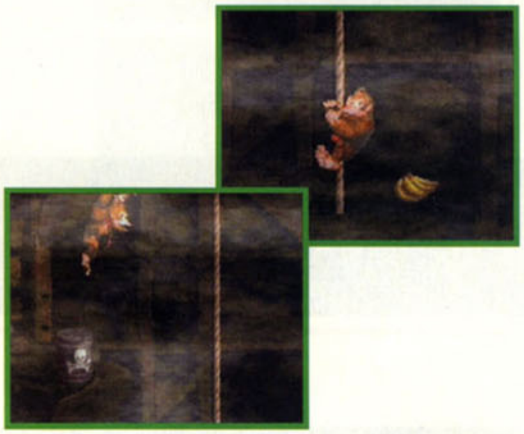
Unfortunately for Donkey Kong, the Rambi Medallion is located under an enemy-spitting canister. In order to get it, you have to blow up the canister with a TNT Barrel. It's not very easy for Donkey Kong, but it's a fairly simple task for Diddy. Have Diddy pick up a TNT Barrel before reaching the canister. Jump directly down onto the canister and it will blow up. Since Donkey Kong holds the barrels above his head, he would have to throw the barrel. And with all of the enemies lurking around, it would be hard for him to hit the target.

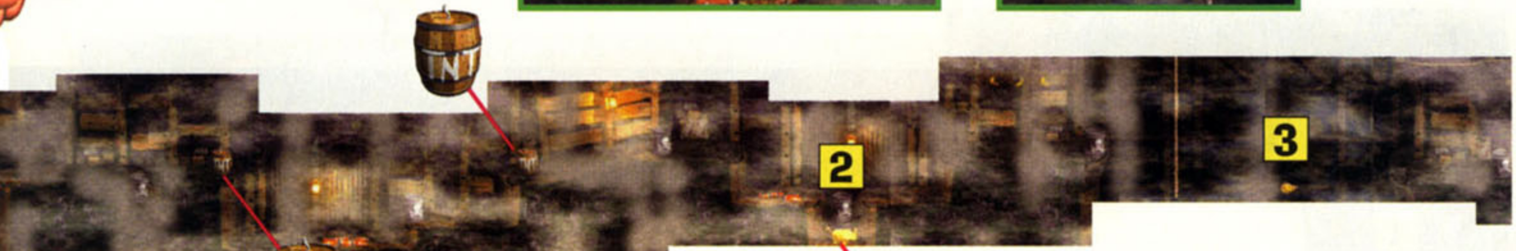


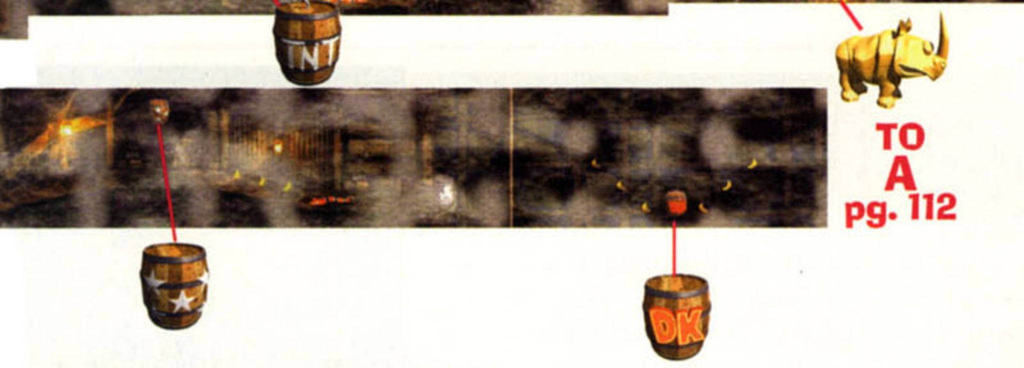


3 Banana Grab

When you ride across the chasm on the rope, slide all the way down to the bottom (not too far!) to grab the big bunch of bananas. The rope moves automatically when you grab it, so you have to slide down quickly.

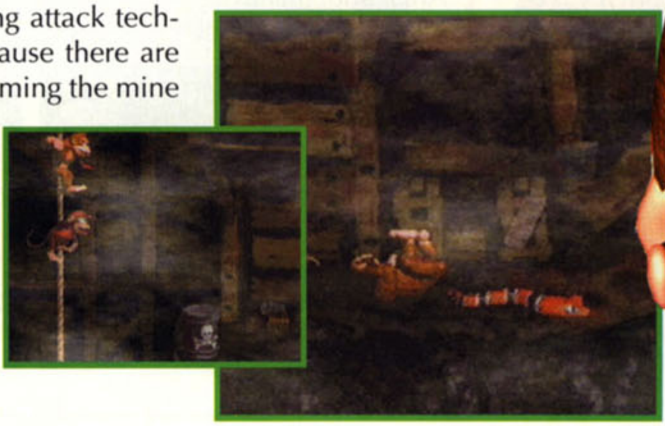






4 Jump And Roll

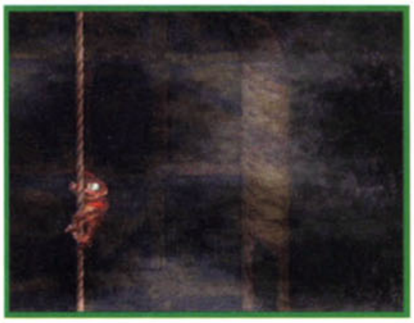
Never before has the rolling attack technique been so useful! Because there are so many small enemies roaming the mine path throughout this stage, Donkey Kong's rolling attack and Diddy's cartwheel attack can be used extensively. Be ready to use it at any time when you're near enemy-sptting canisters.

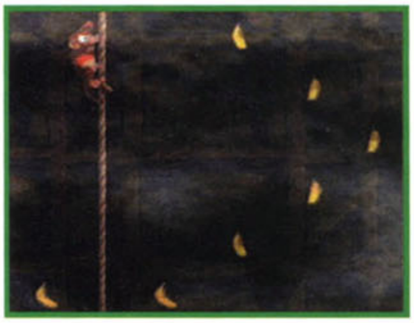


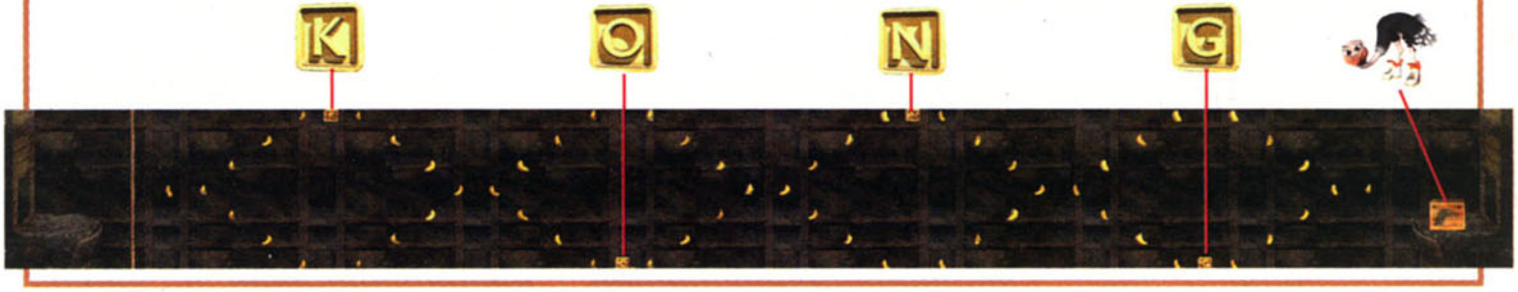
CHIMP CAVERNS

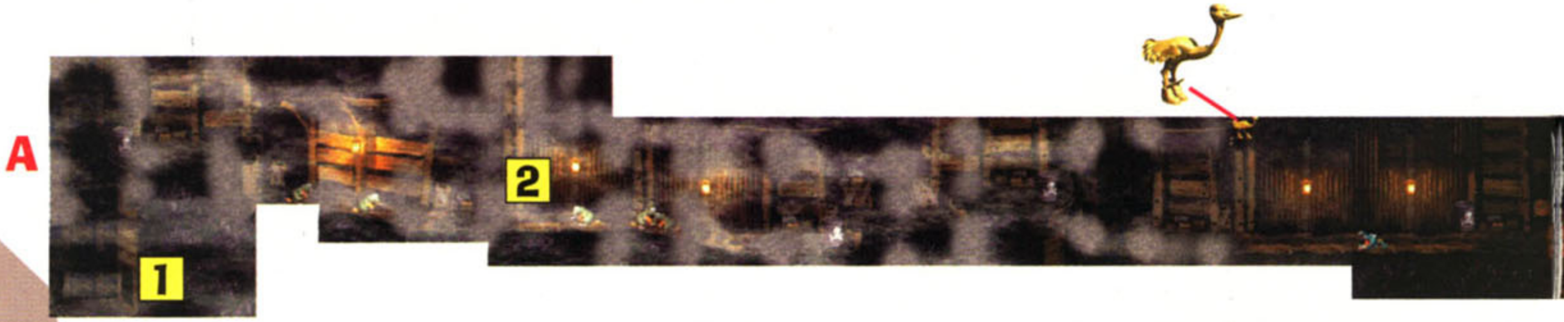
1 Bonus Area

In the big gap just after the Continue Barrel, there is a single rope. When you see it, you'll notice that it extends off the bottom of the screen. That's a clue for you to slide down all the way. You'll see the Bonus Area door on the other side at the bottom.



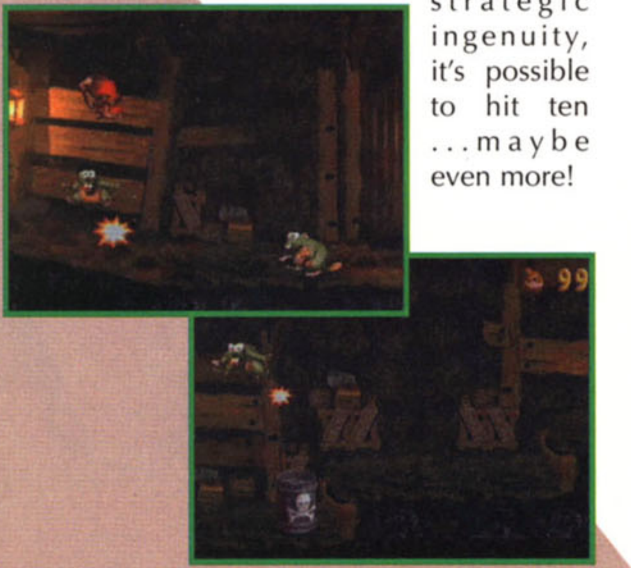




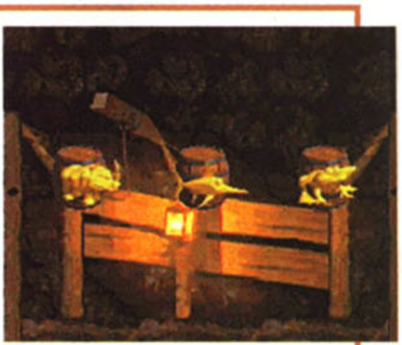


2 Baddies On Parade

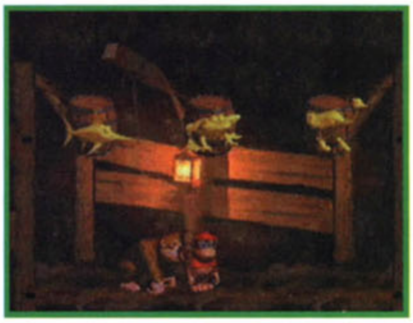
If you land on more than seven baddies in a row *without* touching the ground, you'll earn a 1-Up for each one that you land on *after* the seventh. It's a rare feat, but you can do it in this section of Misty Mine. And with a little strategic ingenuity, it's possible to hit ten ...maybe even more!

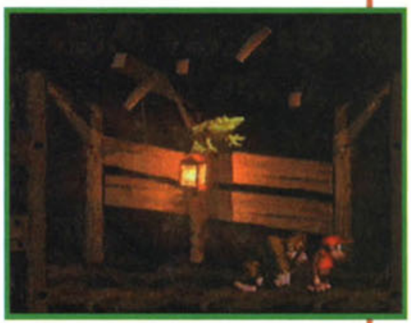


3 Bonus Area



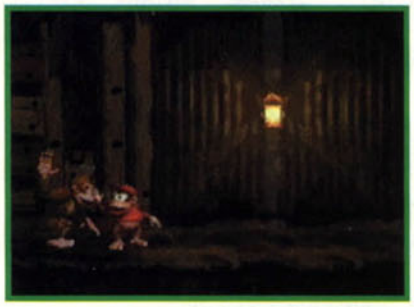
Once again, this is a good Bonus Area to let Diddy have the honors with. The entrance to the Bonus Area is down in a narrow "hole" and Donkey Kong needs more room for his wind-up when he chucks a barrel. Diddy can grab a TNT Barrel to the left of the Bonus Area and make his way to the right, avoiding the Klap-Traps, until he reaches his target.

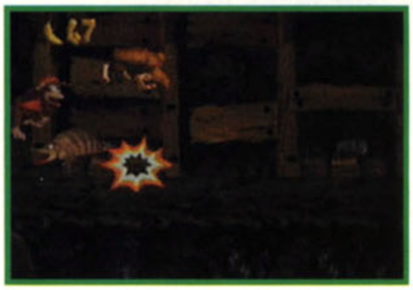


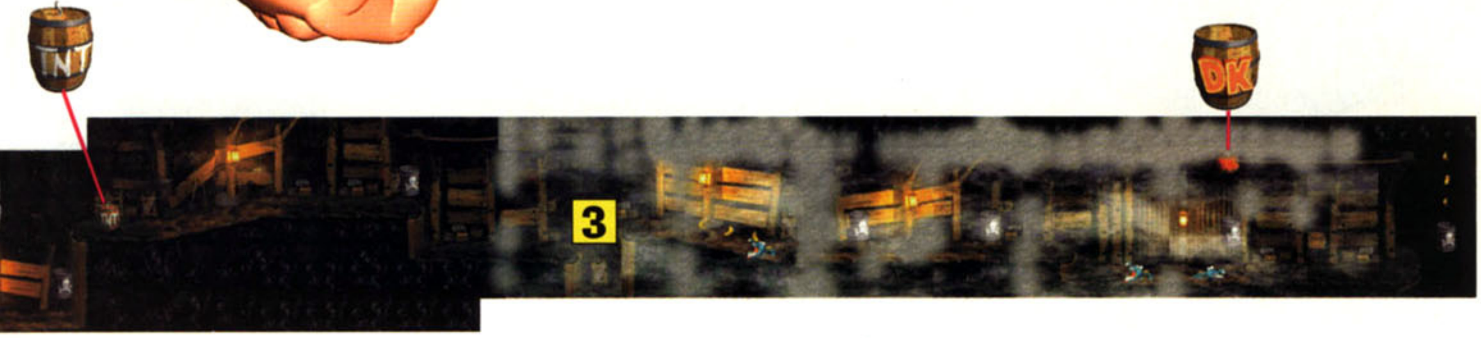


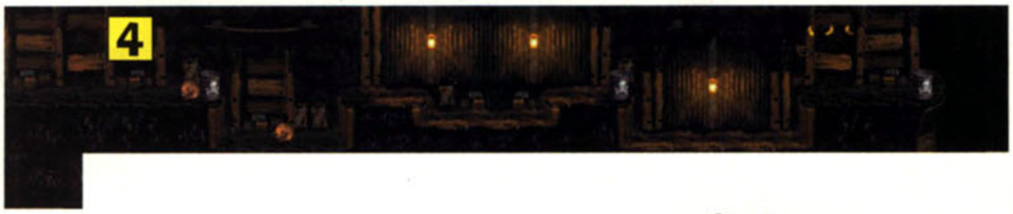
4 ArmyAmbush

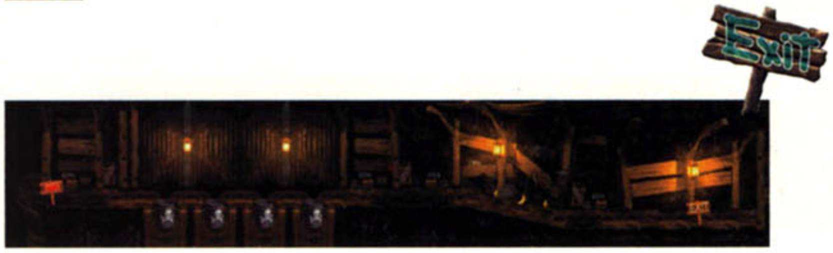
When you make it to this section, there will be an Army waiting to ambush you. It's the first Army you'll encounter in Misty Mine. But it *won't* be the only one! There is a canister to the right that spits out Armys non-stop. Switch to Donkey Kong if you have him so you can take out the Armys with one bounce. Don't waste your time messing around with a pack of Armys—just move on.







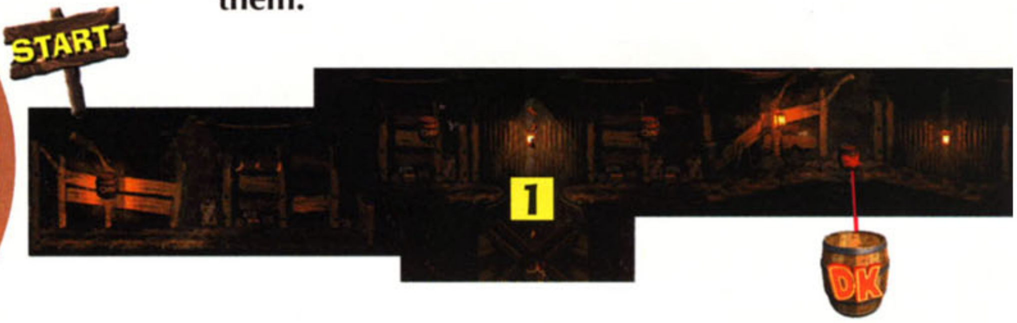


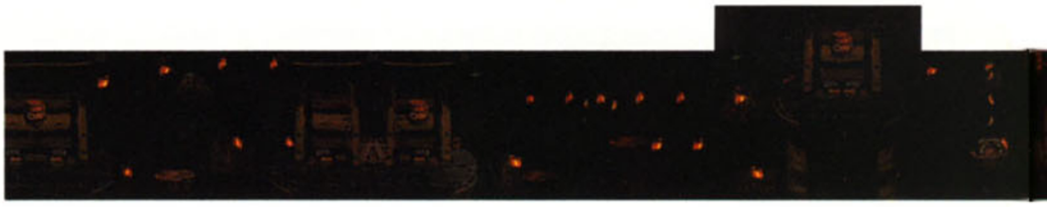


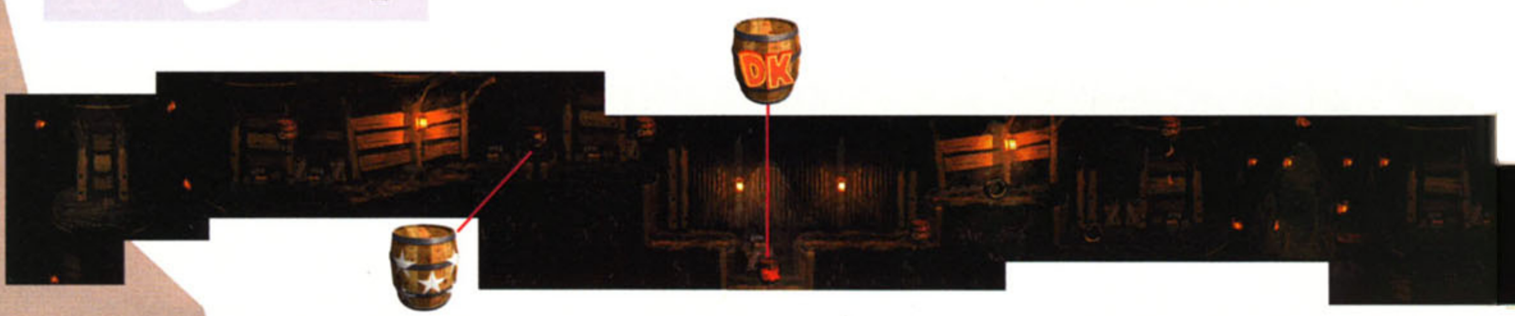
Loopy Lights

This one's got it all. Loopy Lights is a tester! Not only are you trying to get through a treacherous mine shaft, you have to worry about switching on the ON/OFF Barrels to see where you're going. As if that weren't enough, the Klap-Traps here are smart—they jump when you do. You have to approach them differently. You can't just take a regular hop and expect to bop them. If you do that, they'll bite you for sure. It takes a longer jump to hit them.

Bonus Areas	2
#-Up Balloons	1
Hidden Items	1

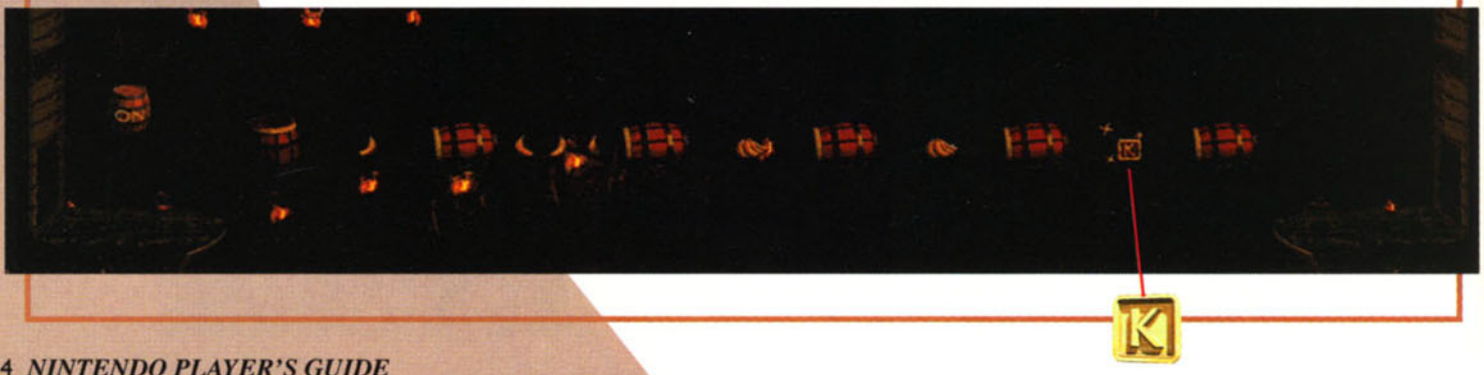






1 Bonus Area

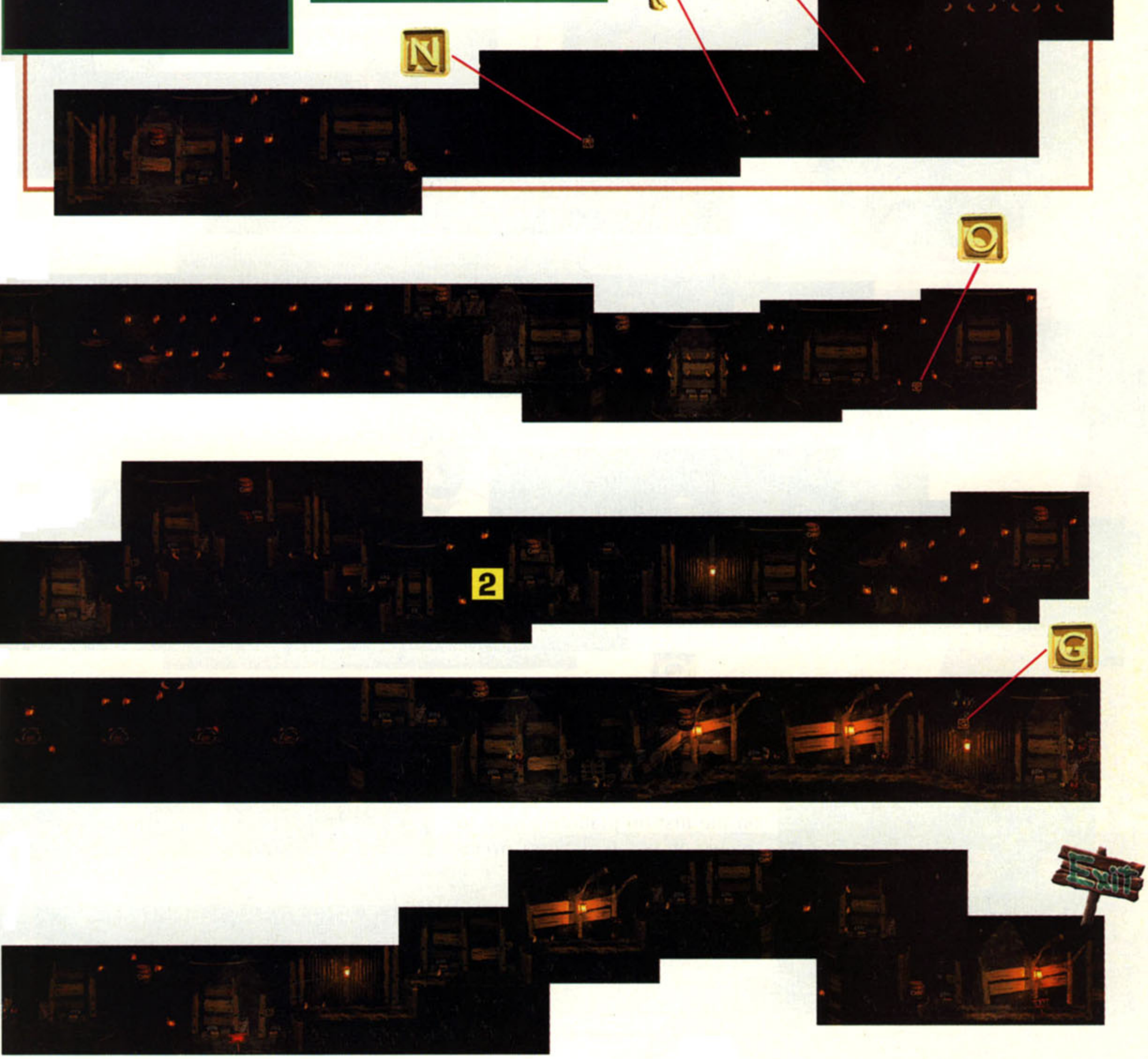
You can pick this one out rather easily. If you look closely, you'll see a single banana directly under the three bananas hanging in the middle of the first gap you come to. That's your cue—just jump right in. You'll land in a Barrel Cannon and it'll take you off to a Bonus Area. The Golden Letter K is in this room.



Loopy Lights

2 Bonus Area

This is not an easy Bonus Area to get into. The way in which you enter it is like any other—throw a barrel at the wall, but to actually get a barrel *to* the wall is no small feat. Keep in mind that you can set a Barrel down and pick it back up again. This gives you room to trash any Klap-Traps and then move on.

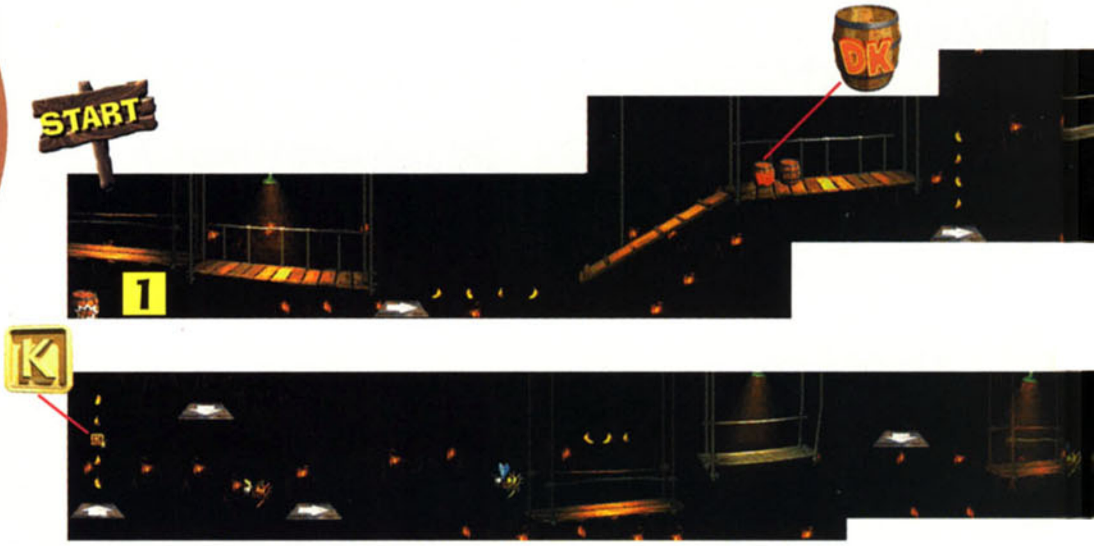


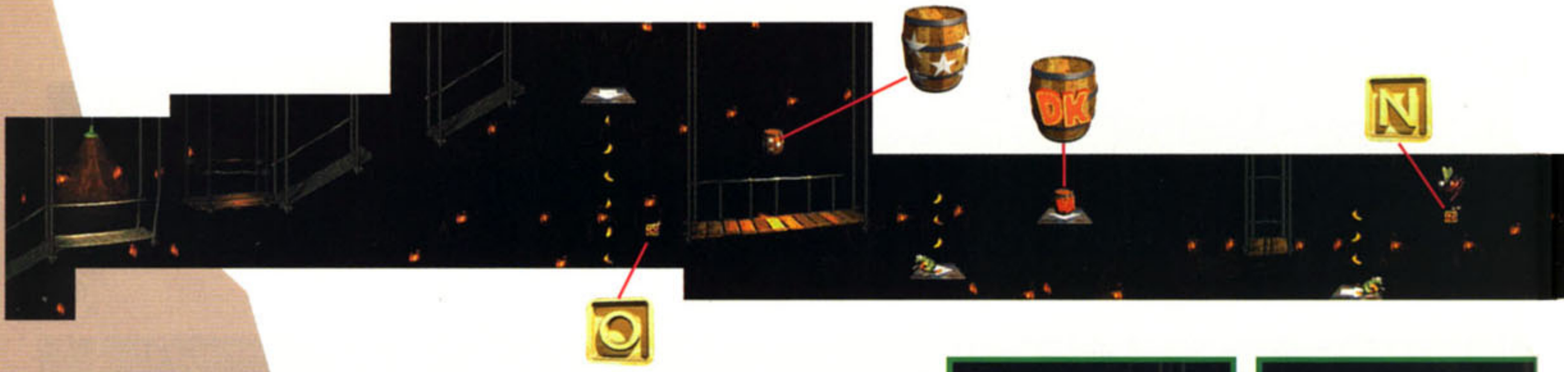
CHIMP CAVERNS

Platform Perils

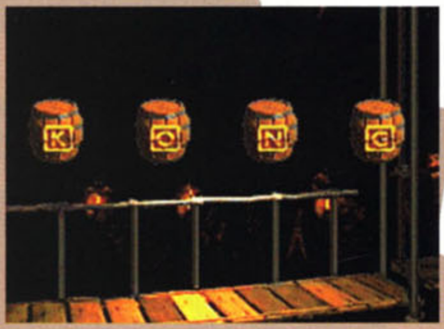
Might as well save the hardest stage for last! There are a few extremely hard and extremely frustrating sections in this stage. Certain jumps have to be timed perfectly if you're going to make them *and* survive. Krushas (the tough ones) are out in full force, especially toward the end of the stage. Hang on to any barrel you find because only a barrel will take them out. If you can, let Donkey Kong throw them.

Bonus Areas	2
#-Up Balloons	0
Hidden Items	0

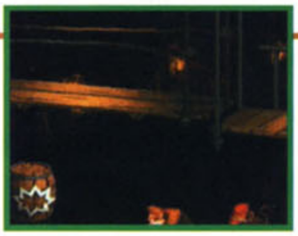


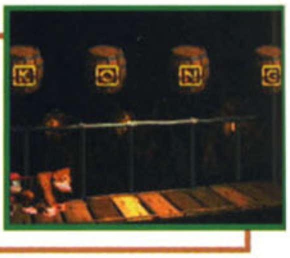


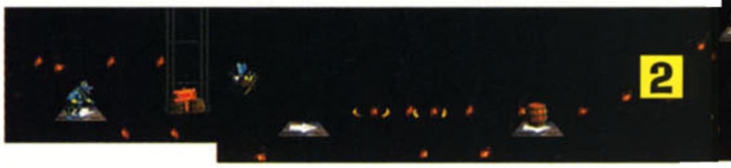
1 Bonus Area



Immediately when you start this stage, you'll see a Barrel Cannon directly below you. As you land on the first tin platform, walk to the left off of the platform. You'll land on a platform that you *can't* see. It will take you over to the Barrel Cannon.



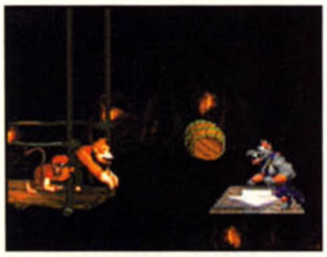


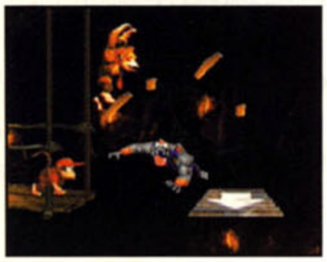


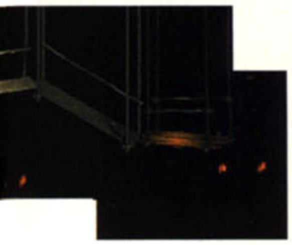
Platform Perils

2 Krusha Power

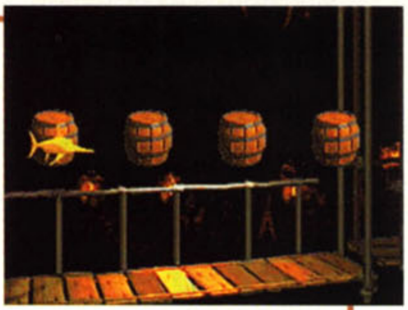
Simply put, if you don't knock all of the Krushas off of their platforms through this section, you won't make it. Proper barrel-tossing techniques are a pre-requisite. It's easier for Donkey Kong to take out the Krushas with a barrel because his throws travel farther. That, in turn, gives you more time to jump to the next platform. Diddy has to jump to get his barrel throws to go as far as DK's do.



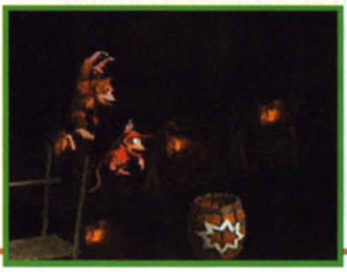


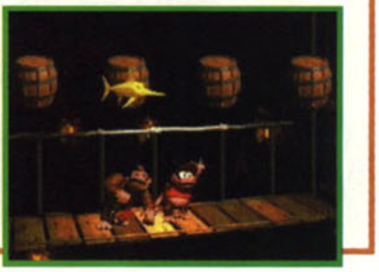


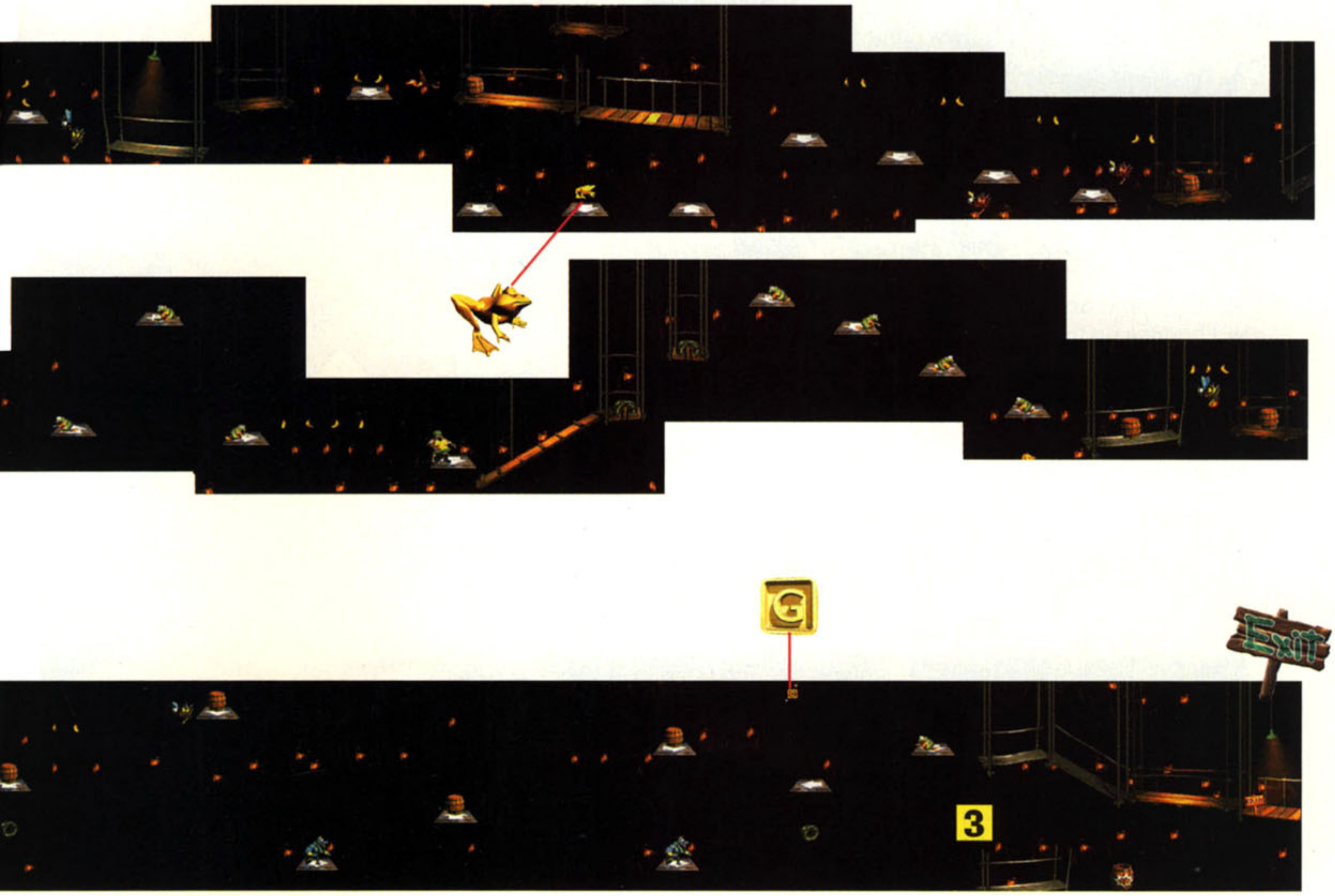
3 Bonus Area



It's easy to miss the entrance to this Bonus Area. When riding the last tin platform through this section, wait on it longer than you normally would. As it falls, jump way out to the right and you should land on another section of scaffolding. Jump into the Barrel Cannon to the right of the scaffolding to enter the Bonus Area.

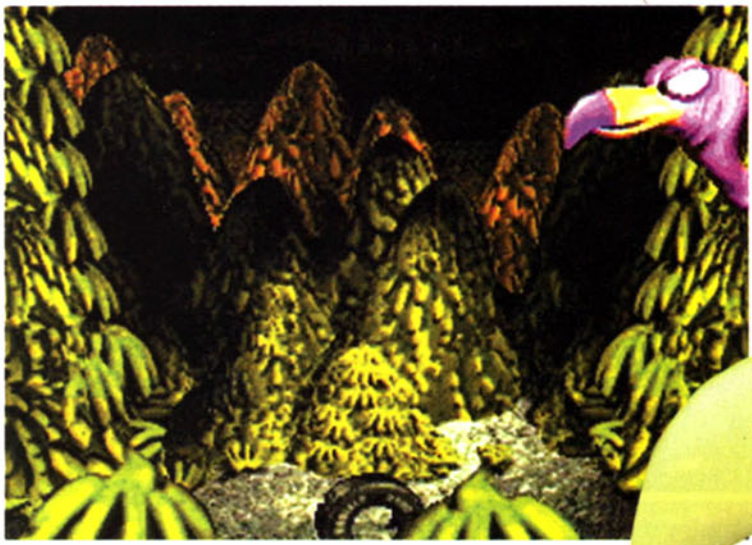


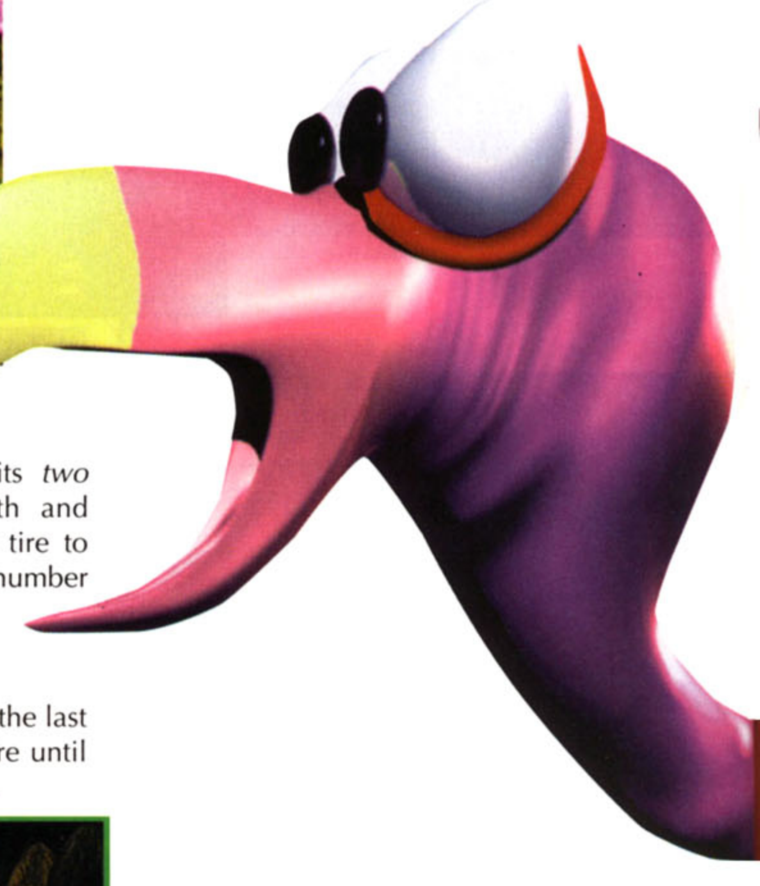




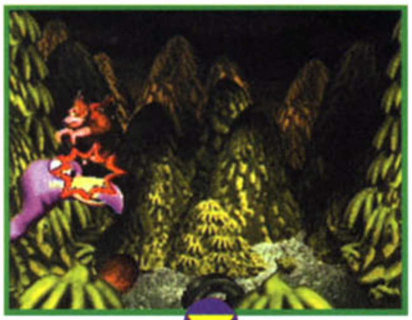
Necky's Revenge

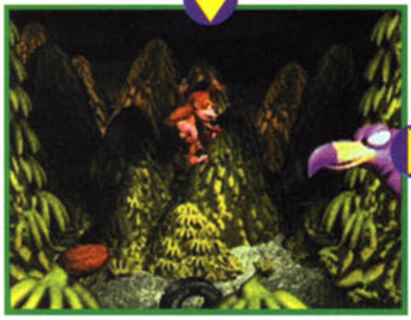
Master Necky, Sr. has had it up to here with the likes of you apes! He's armed himself with a plethora of nuts and he's ready to use them. The joke is on him, though! His attack pattern is monumentally lame. If you know it, there's not even a chance that one of the nuts he spits out will even scratch you! Don't let the fact that the bananas in the background will soon be yours again distract you from your ultimate purpose here. The battle is what you've come for. You're so close to the end—don't let a gargantuan vulture get the best of you. You're apes. You're much higher on the evolutionary chain than a vulture.

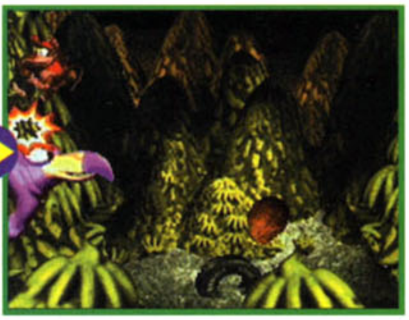




Master Necky, Sr. will spit out one nut. Jump it and bounce off the tire onto his head. When he appears again, he spits *two* nuts. Jump them both and then spring off of the tire to bean him again. The number of nuts he spits keeps going up. He'll spit five nuts before you hit him for the last time. Stay off of the tire until you're ready to attack.





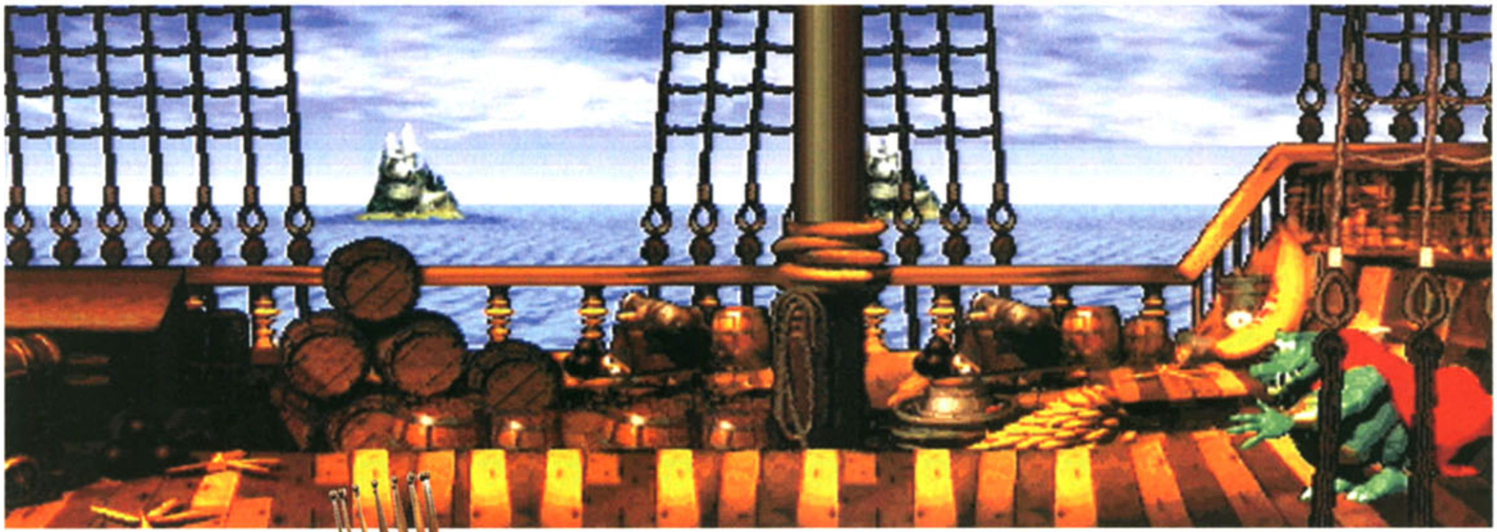


GANG-PLANK GALLEON

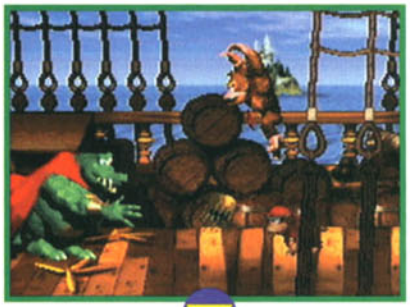
The villainous scoundrel that has been the mastermind behind this whole banana fiasco is not even on the island! He's out in the water on his ship, acting like a pirate. King K. Rool is the biggest beast that any ape has ever seen. The lumbering lard bucket just sits out there on his ship, barking orders at his minions. The main deck of his ship is where the final battle will take place. You have to be more than ready. K. Rool is much more agile than he looks and he's ready to rumble. You've already taken back more bananas than he had ever thought you would.

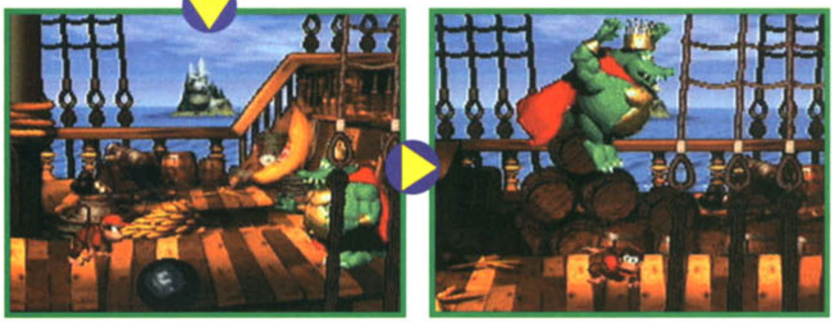
THE FINAL BATTLE

Gang-Plank Galleon



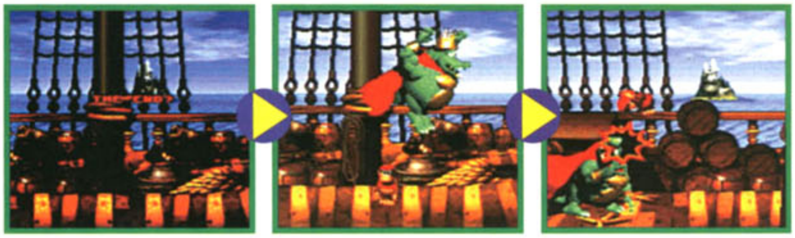
King K. Rool throws his pointy crown at you. Jump over it and onto his head. Jump over him when he charges. He makes one more side-to-side pass for each time that you hit him. His *next* onslaught involves falling cannonballs. Quickly roll between the cannonballs as they fall and then jump on his head when the cannonballs stop falling and he throws his crown. Repeat the process until the credits start rolling. Stay sharp--he's tricky!



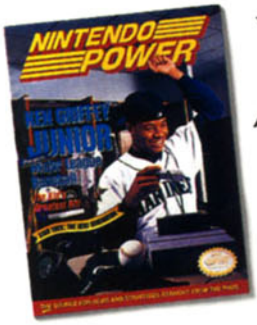


THE END?

No, it's **not** the end! Not on your life! K. Rool's got a jumping attack for you. Duck under him when he passes by and then jump on his head when he stops to throw his crown at you again.



HERE'S THE MOST POWERFUL TIP IN THIS WHOLE BOOK



YOU'VE PICKED UP A FEW TIPS FROM THIS PLAYER'S GUIDE SO YOU ALREADY KNOW THAT A STEADY EYE AND A FAST THUMB AREN'T ENOUGH. UNLESS YOU'VE GOT A LITTLE **INSIDE INFO** YOU'RE IN FOR A WHOLE LOT OF PUNISHMENT. BUT LUCKILY THERE IS ONE TIP THAT'LL HELP WITH ANY GAME YOU THROW INTO YOUR SYSTEM. JUST SUBSCRIBE TO ***NINTENDO POWER*** AND YOU'LL SCORE THE WORLD'S BEST VIDEO GAME MAGAZINE EVERY MONTH. IT'S PACKED SOLID WITH TIPS, CODES, **FULL COLOR MAPS AND REVIEWS** OF THE HOTTEST GAMES. WE'RE TALKING MORE GAME ACTION THAN ANY MAGAZINE YOU'VE EVER SEEN. PLUS, JUST TRY TO NAME ANY OTHER MAG THAT GIVES YOU **GAME PAK COUPONS** AND THE CHANCE TO ORDER PLAYER'S GUIDES AND OTHER GEAR FROM THE SUPER POWER SUPPLIES CATALOG. ONLY YOUR SUBSCRIPTION AND AUTOMATIC CLUB MEMBERSHIP GETS YOU ALL THAT -- AND IT'S ALL **JUST $18!*** SO DON'T THANK US FOR THE TIP. JUST GET ON THE PHONE, CALL 1-800-255-3700, ASK FOR OFFER #2334 AND GET IN ON ALL THE ACTION!

ONLY
EIGHTEEN
BUCKS

**Residents of Canada pay $25 Canadian funds.*

THE DONKEY KONG COUNTRY PLAYER'S GUIDE HAS SURVIVAL TACTICS FOR OVER 100 AREAS OF JUNGLE, CAVES, MINES, CORAL REEFS, TEMPLES AND MORE.

Donkey Kong Country will change your view of video games forever. And the way to make the most of this 32-meg masterpiece is with Nintendo's Donkey Kong Country Player's Guide. There are over 100 areas to get through. Shark infested coral reefs. Blizzards where the conditions are hazardous and the vultures are hungry. Caves, mines and temples riddled with enemies—not to mention bananas.

DISCOVER THE SECRETS TO GUARDING A PILE OF PRICELESS BANANAS FROM HORDES OF RAVENOUS KREMLING THIEVES.

Oops, oh well, so you've already lost the bananas. Slippery devils. The Player's Guide will help you get them back. You're up against King K. Rool and his Kremling gang, and you're going to need help. The Player's Guide has everything you need to help you enlist friends for the adventures ahead. There's Enguarde—the Swordfish who lunges and parries faster than the Three Musketeers. Rambi who can rambo through anything. Winky the frog who can stop enemies in a blink. And Expresso who's handy for fast exits and hard-to-reach items. To know them is to survive. Without the Nintendo Player's Guide, it's a jungle out there.

0 45496 69090 8